Official U.S. PlayStation Magazine
Issue 63
RP-M
PlayStation 2

EXCLUSIVE! PS2 DEMO DVD INSIDE!

ZIFF DAVIS MEDIA™

DECEMBER 2002
ISSUE 63

OFFICIAL U.S. PlayStation® MAGAZINE

FIRST REVIEW!

SHINOBI

WE OPEN THE KIMONO ON SEGA'S HOLIDAY NINJA

GTA: VICE CITY REVIEWED!

ESSENTIAL!

2002 HOLIDAY

Official U.S. PlayStation Magazine Issue 63 (December 2002)

UNTIL YOU READ THIS!

EXCLUSIVE!

FINAL FANTASY X-2

SIDE STORY DETAILS REVEALED AT LAST!

REVIEW CRAZY!

1,210 RATINGS

INCLUDING:
TIMESPLITTERS 2
TONY HAWK 4
LORD OF THE RINGS

WHERE'S LARA? SEE PAGE 64

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CHEAT! SLY COOPER • SOCOM • KINGDOM HEARTS • TEKKEN 4 • MADDEN 2003 • YU-GI-OH! • DEVIL MAY CRY • GTA3

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90.3 CARATS
THE EYE OF RAJAH
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EVERYONE
E
CONTENT RATED BY
ESRB

Mild Violence

www.playstation.com

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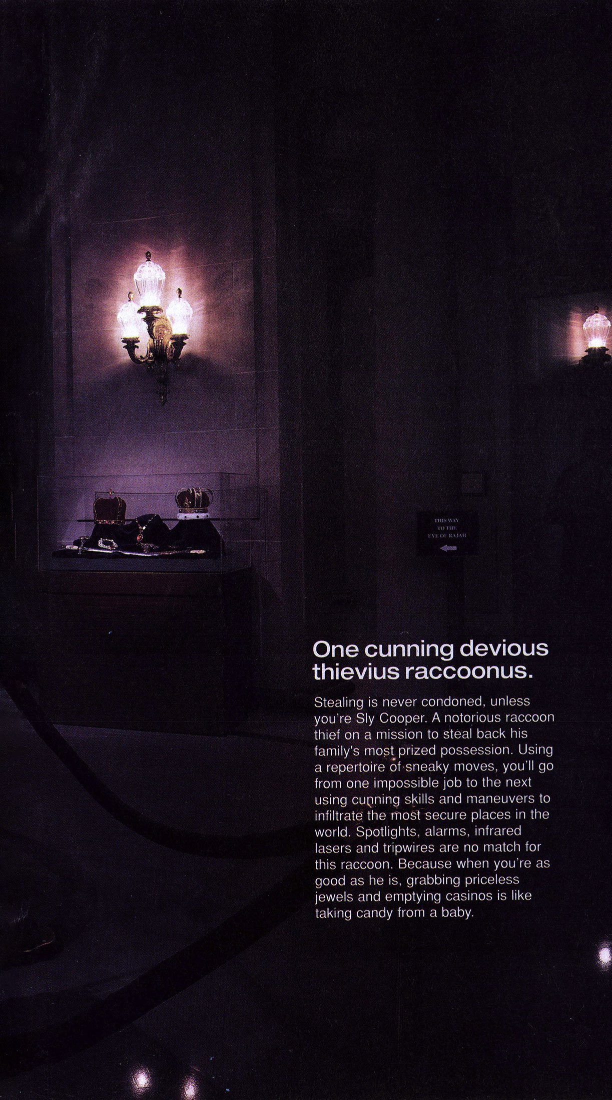

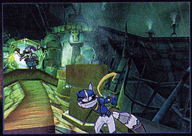

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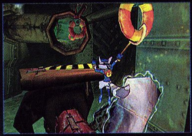
SLY COOPER
and the
Thievius Raccoonus



PlayStation®2

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You can't fight
what you can't see.
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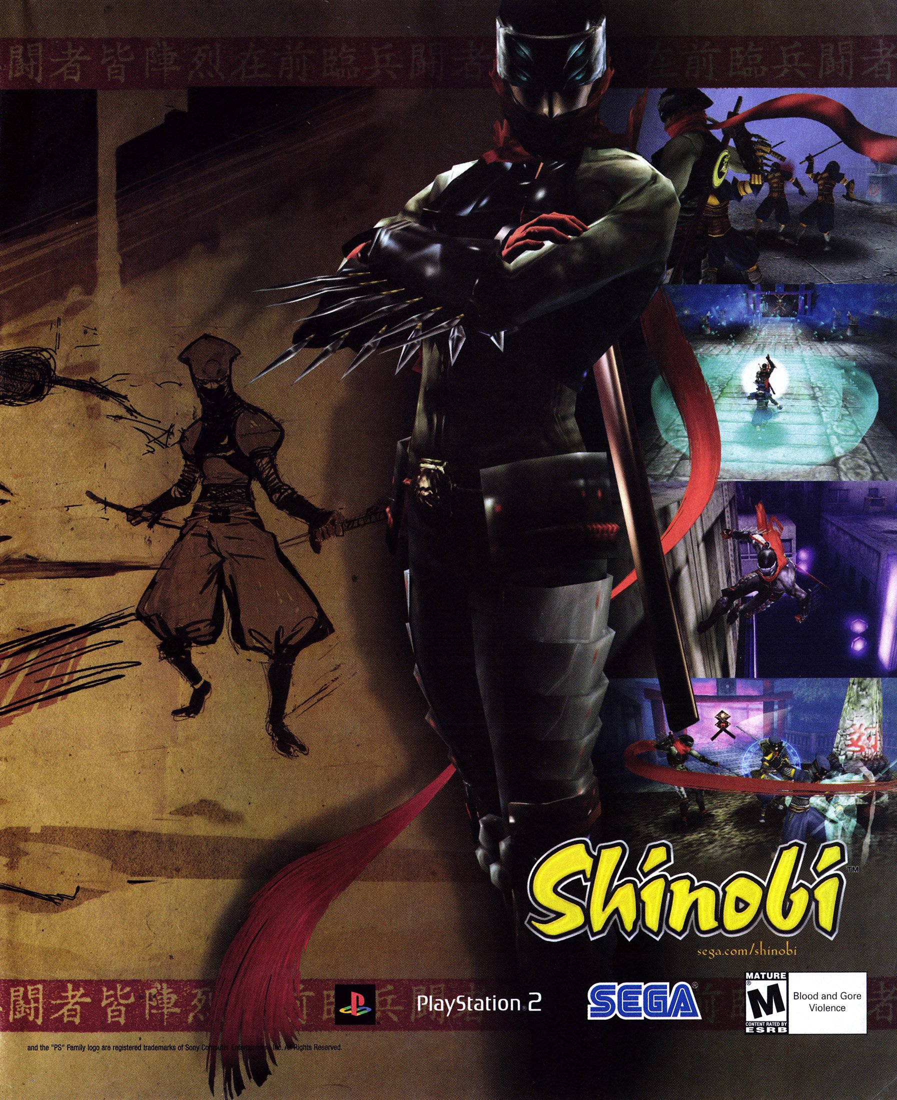
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Blood and Gore
Violence

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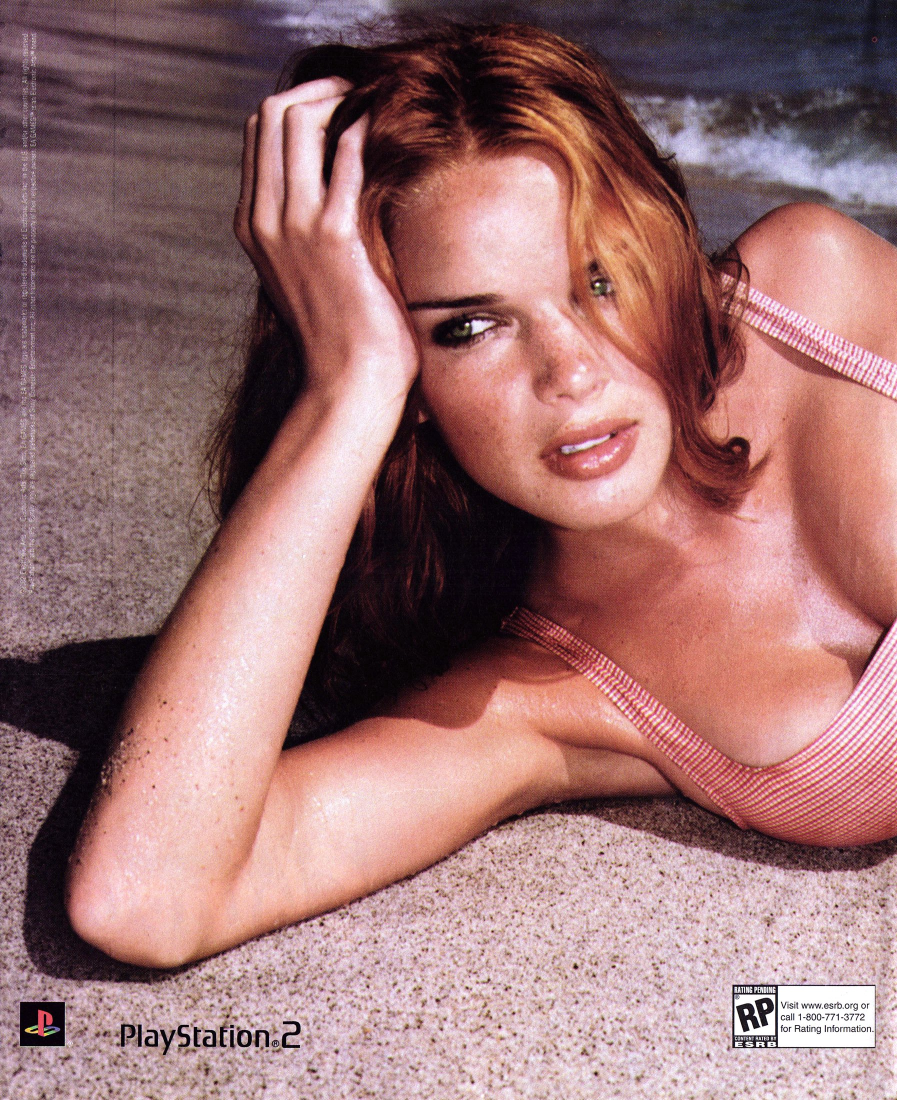
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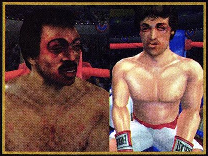
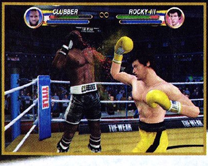
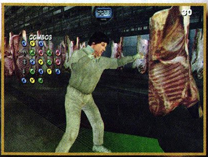
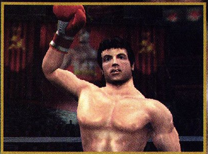
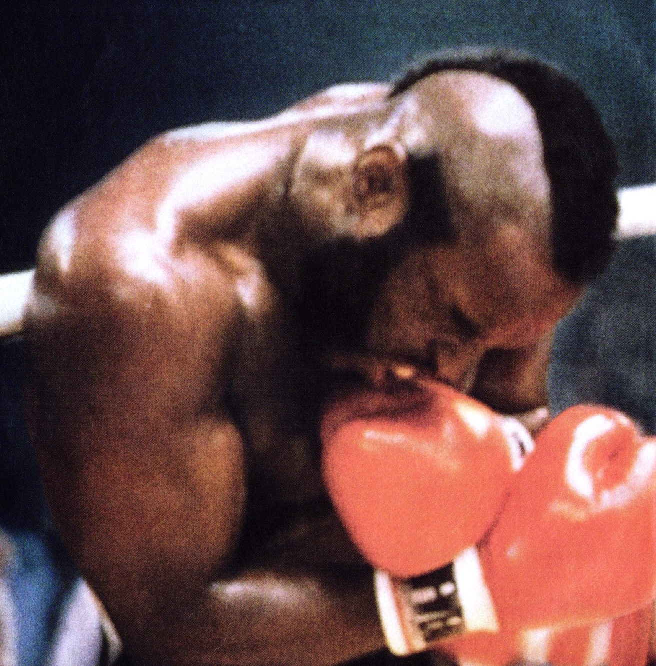








Screens taken from Xbox.



What does it feel like to make a million leisure suits stand up and cheer? Slide your skinny ass into Rocky's shorts and find out as you join his relentless quest for the title. Or take your shot as Apollo Creed, Clubber Lang or 20 others. Start with Training Mode or dissolve to Movie Mode in venues that range from scumbag gyms to the world's most famous arenas. But don't plan on coming out unscathed - the damage is way too brutal. As red-blooded Rocky fans know, sometimes all that's left is: "Cut me, Mick."

TEEN
T
CONTENT RATED BY
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Violence

XBOX PlayStation 2 GAMECUBE GAME BOY ADVANCE

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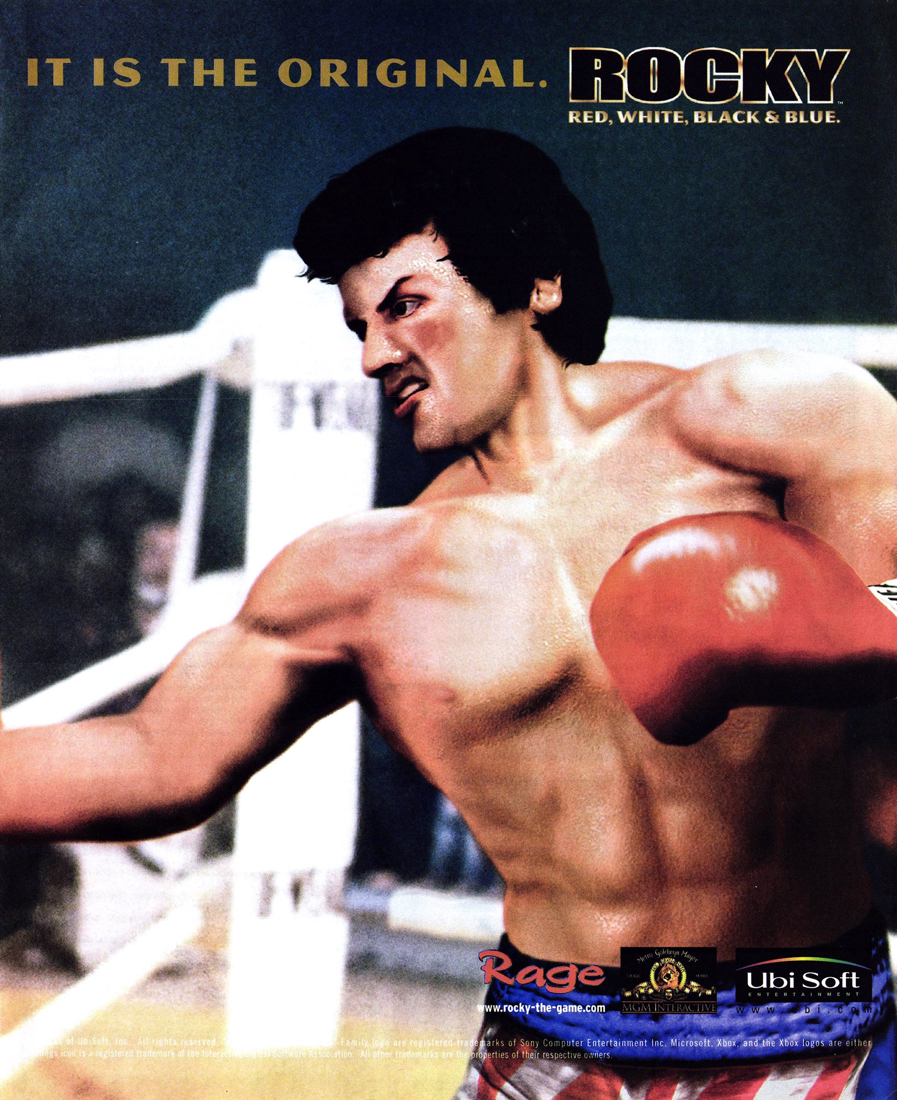
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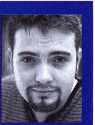
HOLY SHI...NOBI!


John Davison
Editor in Chief

Some of you will no doubt be thrilled at Sega's decision to bring back Shinobi. Some of you, conversely, will wonder what the hell everyone is talking about. What's the big deal? Why is everyone so excited?

When we were planning this issue, there were a lot of cool games we considered for our big story. *Lord of the Rings* (both of them), *Ratchet & Clank*, *TimeSplitters 2* and *Tony Hawk's Pro Skater 4* were all discussed, because we knew we'd be able to review all of them for this issue. When it came to the crunch, though, we wanted to know what you wanted (we're nice like that sometimes). We posted questions on our message boards and polls on our Web site. Overwhelmingly, you wanted Sega's new interpretation of its old classic, *Shinobi*. Hardcore gamers, it seems, are a nostalgic bunch...and rightly so. The oldies are still the goodies, and there are lots of great remakes on the horizon, which should have you all thinking back to the good old days.

The big noise this month isn't all just *Shinobi*, though. Following on from last month's cover story, we have an extensive review of *Grand Theft Auto: Vice City*. If you were wise enough to pre-order the game weeks ago, you'll hopefully have had the chance to build your own opinions of this by now. If not...well, expect something of a shortage in the weeks leading up to the holidays. Despite Rockstar's efforts to get millions of copies to stores this season, demand looks set to outstrip supply yet again. But believe us—it's worth the wait. The game is unbelievably good.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER

She writes, plays video games, makes TV shows, and has a vast knowledge of '80s trivia. She produces rock videos, designs Web sites, and is a member of the Knights Templar. That's what she tells us, anyway. www.zoeflower.com

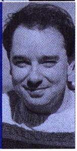
KAREN JONES

When she's not busy with her main gig at *The New York Times*, Karen has been taking time out to hook us up with a Hollywood connection. This month she jetted off to England to take a look at the new Tomb Raider movie and game.

PENNY ARCADE

If we had a dime for every time we've laughed till we choked at one of their strips, we'd have a lot of dimes. In addition to their monthly comic, Gabe jumped in this month to help out with our Buyer's Guide. Visit their site now: www.penny-arcade.com

JOHN SCALZI



He's a writer of science, fiction, and science fiction; a media reviewer and an ordained minister—and a major contributor to *Uncle John's Bathroom Reader Plunges Through the Universe*, available in finer bookstores everywhere. www.scalzi.com

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD RATING Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE RATING The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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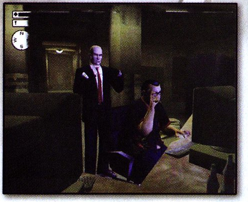
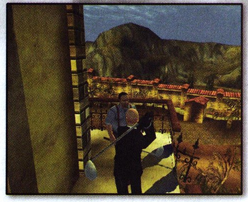
and business is good.





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SILENT ASSASSIN

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XBOX

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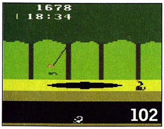
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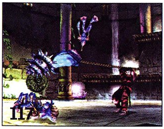
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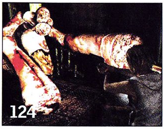
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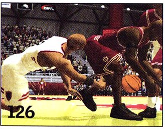
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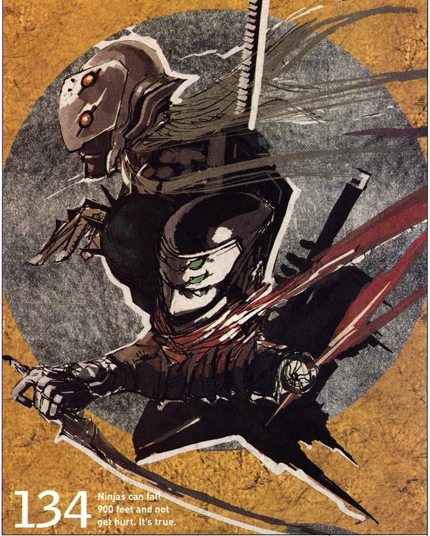
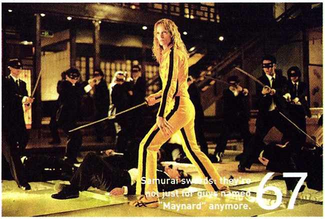

134 Ninjas can fall 900 feet and not get hurt. It's true.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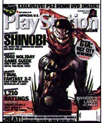
He moves in shadow, shrouded in mystery, silent and deadly. Hotsuma will kick your ass. Find out why.



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You've asked for it, we've talked about it, and now we've finally got screens of the DragonBall Z game.

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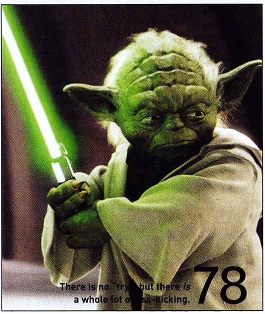

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COOL MOVES:
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Metal Gear Solid 2: Sons of Liberty

DOWNLOADS:
GTC Africa
Headhunter

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Marketing Team **Shelley Ashitomi, Jesse Caid, Sarai Sequeira, Kim Yuen**
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3D Animators **Jamie Chu, JonJay Montemayor, Bryan Poon**

SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Steve Williams

SK8, DUDE

You want *Tony Hawk 4?* We got *Tony Hawk 4*! Plus a bunch of other nifty demos: *Contra*, *Suikoden III*, and a special feature on *Primal*.

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PlayStation
MAGAZINE
Issue 63
SONY
NTSC U/C

TONY HAWK'S PRO SKATER 4

THE DETAILS: You get a substantial portion of the College level in this great demo, with a nice cross-section sampling of the different kinds of challenges you'll find in the full version of the game.

HAVE YOU TRIED...

...playing tennis with Bjorn? Just head up to the tennis court and talk to him; Tony will improvise a racket with his skateboard and you can try this extremely tough minigame.

...climbing the clock tower? Go around behind it and enter the doorway. You'll want to hold down Triangle as soon as you go through the warp zone; you'll understand why when you do it.

RALLY FUSION

THE DETAILS: Part WRC, part NASCAR, the Race of Champions combines gruelling off-road elements with a more enclosed stadium-style setting. Apparently there's a very big audience for this. Who knew?

HAVE YOU TRIED...

...killing you car? We're pretty sure it's not possible. It is, however, possible to break off the doors, hood, trunk, and tires, and still finish the race!

...watching the replay after trying to kill your car? It's like a high-octane version of *Jackass* or something: painful to watch, but impossible to look away.

...jumping to your opponent's side of the track? Both your opponent and your copilot get angry!

CONTRA: SHATTERED SOLDIER

THE DETAILS: All right, tough guy—you think you're old-school? You think you're hardcore? Then let's see how you do with *Shattered Soldier*, the first true-to-form Contra sequel since the 16-bit days.

HAVE YOU TRIED...

...staying alive for more than 30 seconds? Heck, just try not burning through all your lives in 30 seconds! When we say "hardcore," we mean hard*core*!

...drafting a friend to help out? Yep, the demo supports two-player co-op play. Have fun.

...not laughing when the submarine transforms into a helicopter? Come on, it's hysterical! That kind of crazy crap happens all through the game.

SUIKODEN III

THE DETAILS: The game's producer tells us, "The demo actually allows you to see the most essential part of the first half of the story, so by playing it you should pretty much get a good feel for the game." OK!

HAVE YOU TRIED...

...playing as all three characters? This gives you an example of the "Trinity Sight" system, showing you the same story from three different points of view.

...experimenting with different formations? Different characters produce different attacks when placed in specific formations with others.

...performing a voiceover track yourself? The "fowl"-mouthed (ha!) Sgt. Joe is especially fun.

DISNEY'S TREASURE PLANET

THE DETAILS: A surprisingly sharp-looking game, and an astonishingly robust demo: You can play three different levels in their entirety, including one adventure, one racing, and one boss level.

HAVE YOU TRIED...

...moving the analog sticks around while the space-flight loading screen is up? You can control the movement. Whee!

...beating up your friends? All the characters offer a unique response when you whack 'em. Nothing like hearing Niles Crane say "What was *that* for?"

...not thinking of *Jak and Daxter* while playing? You can't. Seriously, try it. It's impossible.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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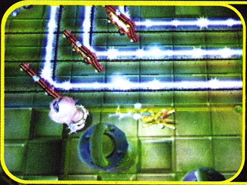

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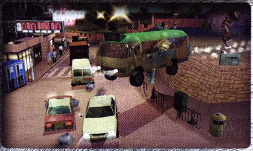

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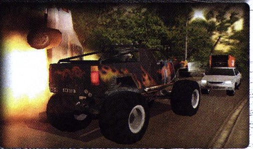

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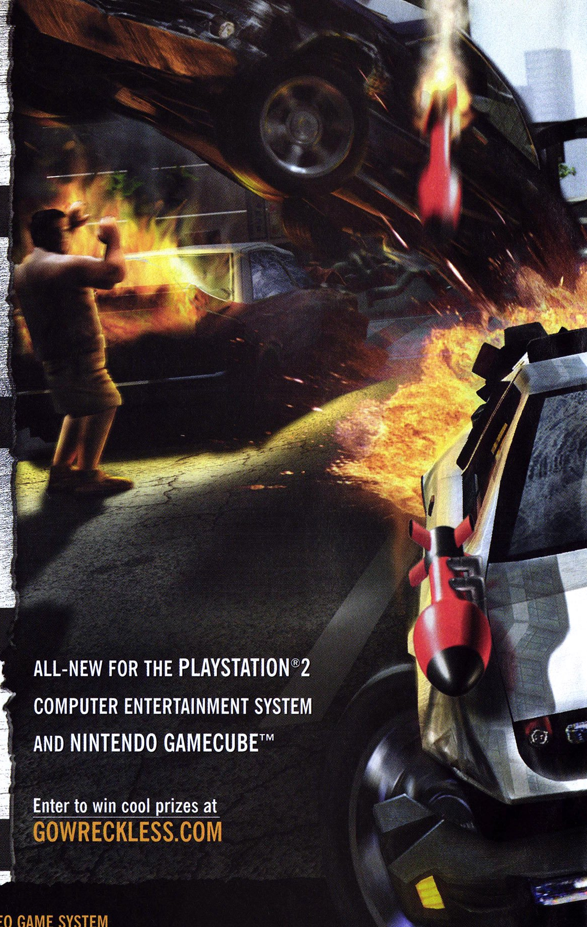
Screenshots taken from PlayStation 2 computer entertainment system gameplay.



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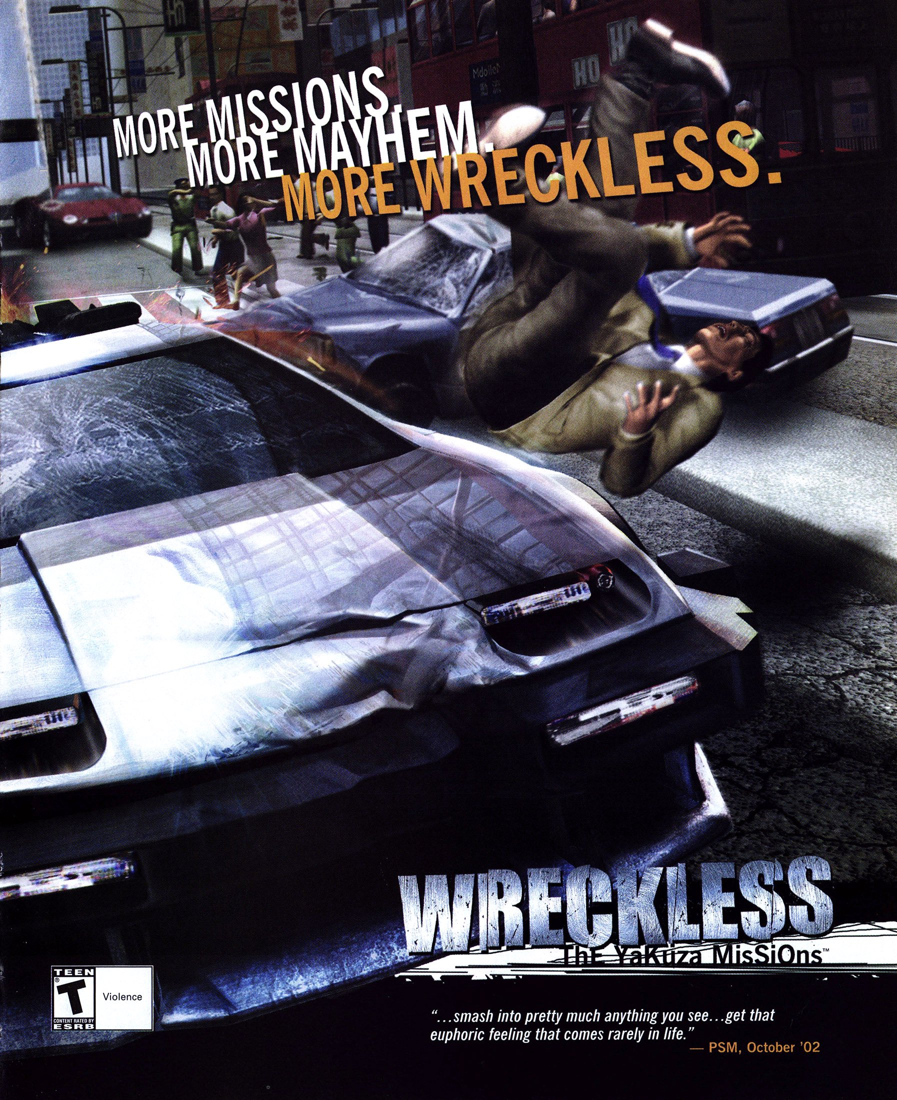
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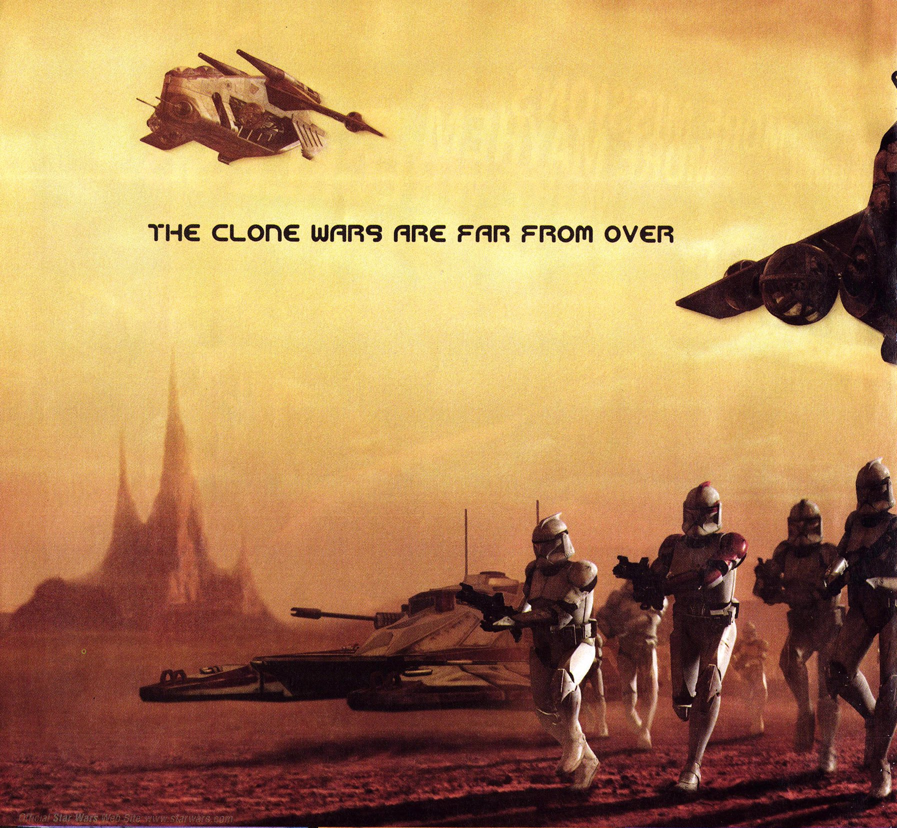
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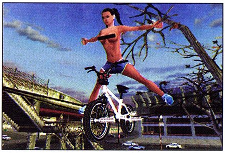
Is *BMX XXX* a Trendsetter?

Reading your previews in the November issue made me realize something. Have game creators' minds been reduced to fart jokes and immature antics? This question stemmed from the preview of *BMX XXX*. All the talk about cursing, nudity and wisecracks that would be heard on a middle-school playground makes me not want to buy this game. Why, you ask? Because I remember when games were fun and entertaining for all without combining adult themes with a sport enjoyed mostly by teenagers. I also remember when hidden features expanded the game and gave you an extra laugh or two, not made you close your blinds for fear the neighbors will see what you're playing.



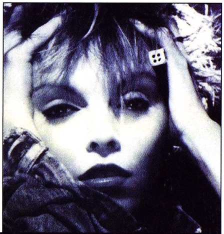
I'm not saying that M-rated games are necessarily a bad thing. I just hate to think that so many good game franchises will be ruined by this wave of more-than-semipornographic themes. I think we as consumers, and those who are suppliers, need to seriously think about the next step before we end up with *Final Fantasy XXX* down the road (and I don't mean 30).

Tim Finch
mondonacho@comcast.net

Apparently, Acclaim thinks this is the "innovative" way to take things. Your Final Fantasy fear is probably a little extreme, but we see what you're saying. If *XXX* is successful—and it very well may be—its tainted influence might just extend to some established franchises we'd least suspect. Our prediction: *Army Men XXX*. You heard it here first.

Crazy for Contra

Holy mother of God! I just watched the video of *Contra: Shattered Soldier* on the latest *OPM* demo disc, and I am without words to express how amazing this return of a classic series truly is! Thank you for putting that vid on the disc! My jaw



Letter of the Month

I have just received issue 62 with the feature article on *Grand Theft Auto: Vice City*. Sure, I am just as excited about *Vice City*'s release as any other gamer is who has played *Grand Theft Auto III* and did not stop until they realized they missed three days of work. Yes, I am thrilled that we can ride motorcycles, fly copters, tote around a chainsaw *Scarface*-style and watch babes with hairspray helmets in string bikinis.

However, I am most excited about it taking place in the '80s. I graduated high school in 1990, and everything mentioned in your stellar feature article was recalled with crystal-clear memory. I remember The Boz and *Riptide*, checkered Vans shoes, Suicidal Tendencies and the TV show *Best of The West*. I owned an Ocean Pacific shirt, a Swatch and Span-Jam shorts. As a matter of fact, my friends and I still go to '80s night at our favorite nightclub on a weekly basis.

What I am building up to is this: There is a definite lack of period, or "era" games out there. Sure, we have *Medal of Honor* and *Dynasty Warriors*. But most other games that occur during a certain period tend to vary from the period, making it more fantasy than reality. Of course, who would really want to play a game based in Impressionist-era France, where you play an absinthe-addicted painter trying to sell his artwork? I am excited about *Vice City* because it'll be in a period that I remember, where I can look at the scenery and feel satisfied in remembering the things that I'm seeing and interacting with. To me, that is going to be the best part: Using *Vice City* as my own little personal Way-Back Machine, minus Mr. Peabody and Sherman. I'm confident that Rockstar will do the Decade of Decadence the tongue-in-cheek justice it deserves. I only hope that other companies see this and follow suit with more period-specific games.

Finally, I can feel like it's normal to groove to Pat Benetar while I am evading the police in my stolen Rumpo.

Dan
Have2swing@aol.com

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from the *OPM* message board on www.gamers.com

• ARE GAMES TOO EXPENSIVE?

Cheesus_Hotdog thinks so. "I think 50 bucks is just too much to pay for a game," complains the lactose frankfurter. "Sure, some games are worth it—but only rarely does a game come along that is really worth that much money. Ever since game developers started making games for the purpose of selling games, the games have lacked in entertainment value overall."

DalekOfDeath2 agrees—with some practical advice: "You are right! That is why I only buy used games. If you wait a year, you can get a game for $20 that you would have paid $50 for a year ago."

"I don't like paying more than $1 an hour to play a game," adds **Roasted_Locust**. "That's why *GTA3* is the only game I've bought during the past year that I'm really happy with. Most games that have come out should have been $15. Even then, a game like *Ico* would still be about $2 an hour."

DatMonkey begs to differ, however: "I hate it when everyone complains about the cost of a game. Have you ever looked at the credits? Do you see how many people are involved in making a single game? Do you know how long a good game takes to make? Two years! So, now take salaries for two years for *allllll* those people who make the game. *That* alone is enough to charge you the 50 bux right there! Let alone all the other added expenses that come along with making a game."

"AAAAAMMMMEEEEENNNNNNNN!!!!!!," enthuses **AstroJen**. "I am a game artist, and I fully support paying $50 for a game *if* it's good. We work our arses off! And we do it for you! So stop your belly-achin' and buy those games!"

• TOO MANY GAME SERIES!

"I have seen too many game series in the market," complains **romram00**. "Final Fantasy, Tomb Raider, Army Men, etc. This gaming business is sure lacking unique ideas. The real challenge for those who make games is not *how many* game series they can produce every year, but how many *unique games* they can *invent* so that others can learn the lesson and follow their path."

"As for original RPGs, I would definitely agree," responds **djsexysherry**. "Just a little variety would be nice, but I also think a lot of developers aren't being too risky yet. They want to try and make some money before investing in an idea that they aren't sure will sell. I will say that I highly enjoyed *Shadow Hearts*—that was the first *really* original RPG I have ever played. New concept, new story, new everything."

"You know, there was this really creative idea for a game," chimes in **DivineYeti**. "I think they called it *Ico*. Yeah, I heard it was really good, but, ah, didn't really sell too well. Not only do we buy games we're comfortable with, creative games are harder to sell, especially if they're complicated. Which sucks, but there you have it."

"I can understand the flame of your anger, dear gamer," says **GhettoTofu**. "Pissed off that people use the same titles for the same type of games... but at least it's a fair warning that they are using a similar formula. For all you know, they could've named the new Final Fantasy game "Cool People With Swords Who Summon Cool Monsters." And you'd probably buy and complain about how the game reminds you of *Final Fantasy*..."

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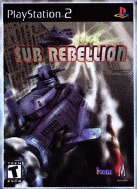

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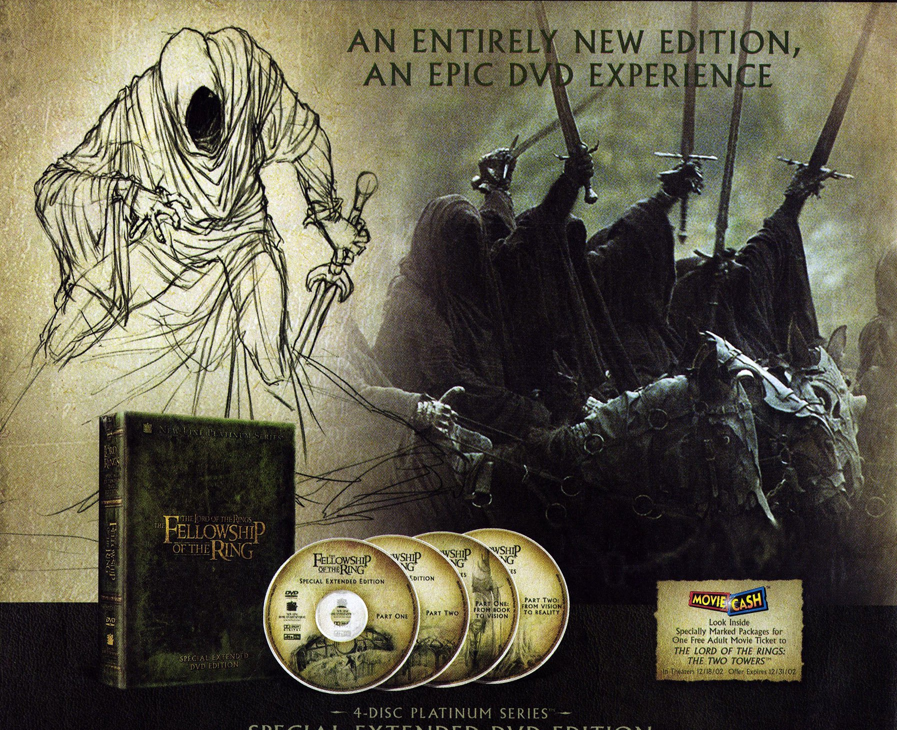

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hit the floor at all of the nonstop action and coolness! Konami has returned!

Scott Whitmore
Clarinda, IA

Well, we kind of like to think that Konami never really went anywhere (*Metal Gear Solid*, *Silent Hill*, *Zone of the Enders*, anyone?), but we see what you're saying—*Contra* rocks. And this month, you can hit the disc and actually see for yourself!

The Old School...for Those Still *in* School

I would like to say that I am a younger gamer and am very into it. But with all this talk going around about games like *Contra* and *Shinobi*, I'm feeling a little left out. I mean, these games look unbelievably awesome (especially *Shinobi*—I mean, good God!), but since I'm only 14, I don't really know much about their history. Like, why was Shinobi such a huge franchise in the first place? What set it apart from the rest? Same goes for *Contra* and *Defender* and *Rygar*.

All of these games I'm just itching to play, but I don't want to play a game and say it was cool, yet know nothing about the history. Do you think you could help me out with this problem? It would be greatly appreciated not only by me, but by a lot of your other teen readers who haven't yet experienced these classics.

Yale Stewart
MiraiTrunks2K2@aol.com

We're always excited to see younger gamers voice such excitement about games as old as they are (or older!). Check the Web and you'll find a ton of fan sites dedicated to '80s gaming. Get started with these: atariage.com, klov.com, allgame.com and classicgaming.com. You can even play some old games in Flash *exactly* as they were at the arcade at midway.com.

Pop Stars Ruin Everything

I have been playing *Kingdom Hearts* since it came out, and some things have just really made me a little angry. For one, Lance Bass as Sephiroth's voice? For the love of God, get a decent voice actor at least. Another thing: I understand "star power" is now as important as ever when it comes to voice acting, but frankly, get people who fit the parts. Mandy Moore as Aerith? CHEEZY!!! Only people who have actually done voices in nonanimated/animated movies should have rights to do a game. Please people, get a clue. Get people who know what they are doing!!!

Tim Kurz
afraidofthe_m_word@yahoo.com

Based on your qualifications, Timmy, it's interesting you didn't mention fellow *Kingdom* voice actor Sean Astin—his only voiceover work of any sort was narration in a documentary, *The Long Way Home*. And guess what? Lance Bass voiced himself in "The Simpsons," and Mandy Moore (in addition to critical acclaim in her live-action *A Walk to Remember* role) provided the voice of a bear cub in *Dr. Dolittle 2*. We have to wonder: Would you be so critical of the voices of Sephiroth and Aerith if you didn't already know who they were? Do you automatically hate any work they do simply because of the pop music that made them famous? And while we're at it, what's up with the e-mail address? Propose, already!

Bummed About PS3

I recently bought a PS2, and I love it. But when I saw the article about the upcoming PS3, I actually took it as bad news. I know that may seem a bit strange to some, but I have a good reason. You see, I have saved

ALEX OBERT'S MOST WANTED

1. *WWE SmackDown! Shut Your Mouth*
2. The sequel to *WWF SmackDown! Just Bring It*
3. The wrestling game coming Nov. 11
4. The PS2 game with WWE wrestlers
5. The WWE game that isn't *RAW*
6. *WWE SmackDown! SYM*
7. THQ's newest wrestling game
8. The newest *SmackDown!* game where you can play as WWE wrestlers
9. The game that *OPM* only likes 'cause of Stacy Keibler
10. Money to buy *Shut Your Mouth*

E-mail your most-wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

QUICK HITS

BRING ON THE FF REMAKES!

Is there any way to get through Square's Web site to tell them how much Americans would enjoy seeing the *Final Fantasy I and II* port for PSone that's only being released in Japan?

Try e-mailing Square directly at support@squaresoft.com. If enough people talk, they just might listen!

FF-EELING INSECURE

Why am I the only person who thought *Final Fantasy: The Spirits Within* was good, but that *Final Fantasy X* sucked?

KaydeeFace @aol.com

Because everyone else has taste.

THE STATE OF *STATE 2*

Is there going to be a *State of Emergency 2*?

Daniel Davis
dragon444blue @yahoo.com

Just ask Clish...

READ YOUR GAMES

I think they should make games into books. They would be very exciting. I would like to see a *Twisted Metal: Black* one.

gamervip
via the Message Board

They actually have made a few, including *Halo* and full series of *Doom* and *Resident Evil* books.

Official Contest Rules

OPM LETTER OF THE MONTH Official Contest Rules: 1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address and phone number together with your comments to "OPM Letter of the Month", c/o Official PlayStation Magazine, 101 Second St., San Francisco, CA 94105; or send an email to opm@ziffdavis.com. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a Logitech cordless controller. Grand Prize has an approximate retail value of at least $30. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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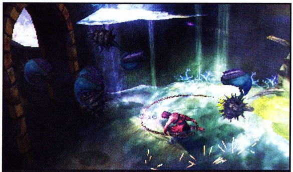


MY GAMES ARE BACK!

I have a confession to make. There was a time, about a year-and-a-half ago, that I wasn't sure I wanted to write about games anymore. Not that I wasn't happy working on *OPM*—quite the opposite, really. It's just that I wasn't sure if I still wanted to dedicate my life to gaming in the way that I had before. Why? Well, I started to feel as though the companies making the games didn't care about me anymore. They were no longer interested in making the type of games I love.

What I'm talking about are twitch, action games. *Contra. Shinobi. Rygar.* These are the games I love to play—these are my kind of games. These are the games that, when I was younger, told me that this job—writing about games—was, without a shadow of a doubt, what I had to do. And now that I was finally doing it, these games weren't being made anymore. What a bummer.

Now, don't get me wrong here. I like all games (well, most at least), but there are certain ones—with a certain kind of gameplay akin to them—that I just love. Todd loves sports games, and without them, he probably wouldn't be doing this job; the same goes for Gary and his RPGs. Fact is, we all have games that we love. It's just that in my case, those games were all but forgotten.

Until this year, that is. This year, my prayers—and those of gamers like myself around the world—have finally been answered. Companies have listened to our pleas and are now giving us what we want: pure action games. After years of hibernation, Sega's finally brought back the Shinobi series, Konami has finally come up with the *Contra* us fans have been waiting for and Tecmo has looked back all the way to the '80s to bring us a new *Rygar*. In doing so, Sega, Konami and Tecmo figured out how to perfectly blend the action gameplay that people like myself have been yearning for with the type of visuals that are going to stand up to the rest of the stuff that's out there today.

But why did it take so long for them to do so? Well, part of it has to do with the intense focus on visuals and cinematics that the 3D era ushered in. Especially on the PS2, there's been a stronger emphasis on graphics over gameplay than there ever was before. Also, as you'll read in this month's *Shinobi* feature, most "action" games in recent years have been littered with "adventure" aspects to artificially lengthen their play times. The popular belief among publishers was that if your game wasn't at least 10 hours long, gamers wouldn't be interested, and as a result, most action games were fluffed up with lots of puzzle-solving and running around searching for stuff. In most cases, all this ended up doing was detract from the overall action gameplay. What these companies forgot was that the action games of the past were so good, they didn't need to be long—people would play them over and over to get their money's worth.

To quote Nobuya Nakazato, director of *Contra: Shattered Soldier*, "I just want people to feel like they did back in the good old days of gaming. You know, when a game was a game." That, my friends, is what I'm talking about. Playing through *Contra*, as well as *Shinobi* and *Rygar* now, I'm reminded of why I loved gaming so much in the first place.

And I must say, I'm also reminded of how I really couldn't be happier doing what I do.

—Sam Kennedy

up my money for a long time now to afford my new PS2. I don't want to have to save for that amount of time again. I think that new systems kill old systems. For example, there used to be the N64, PlayStation and Dreamcast. Sure, they were great systems, but then came the PS2, GameCube and Xbox. They dominated the market and killed the old systems. Now, N64 is dead, so is Dreamcast and the PSone is hanging by a thread. I worry that when the PS3 comes out, they will stop making and selling games for the PS2.
I don't want to start over, and probably when I finally get that PS3 a year after it comes out, there is going to be the PS4 to worry about.
Sam Ortins
Albert_Ortins@bbs.macnexus.org

It's the sad truth—well, sad for our wallets, anway—that most systems last five years, only be replaced by a better version. But if there's ever been an exception to the rule, it's the PSone. Did you know that last holiday season it outsold both the GameCube and Xbox *combined*? It might not get the killer games or the publicity anymore, but the PSone is one platform that just refuses to die. Who knows? It could even still be around come PS3 time, circa 2005!

The Perfect Wedding Gift

So, I just got a PS2, because—drum roll—I just got married. And as embarassed as my wife was when we were registering for gifts and they asked, "Is this a baby shower gift?" it was well worth it.
Robert Frey
robjustrob@msn.com

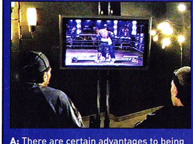
Sure beats a blender, eh Rob? Congrats on the big day! By the way, maybe you can pass along some advice on the "M word" to our new pal Tim. We're sure he'd happily accept it. Well, unless the new Mrs. Frey is Mandy Moore.

ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. Curious about something you've seen in a game? Send us an e-mail and ask whatever you like. Send your questions to OPM@ziffdavis.com and use the subject line ASK US ANYTHING.

HOW DO RAPPERS GET TO PLAY GAMES BEFORE I DO?

Q: The other day I was watching TV, and there was an ad for *The Real World: Las Vegas*. The ad was kind of like a music video, and in the middle of it, Ludacris was playing the Def Jam wrestling game. But the game isn't out yet, so how could he be playing it?
Chris Tha Great
Chimmichonga77@hotmail.com



A: There are certain advantages to being rich and famous. One of them is getting to play early versions of games that feature your likeness.

WHEN'S THAT TEKKEN MOVIE?

Q: What ever happened to the *Tekken* movie that was to be released in 2001?
Andre Sumual
Jakarta, Indonesia

A: Here's the latest: Crystal Sky Entertainment picked up the rights to a *Tekken* flick last February, which it plans to spend $60 million to make. Not much else is known about the project at this point—not even a director, potential stars or an approximate release date.

WHAT IS "FRAMES PER SECOND"?

Q: I never got that. I've heard "30 fps" and "60 fps." What does it mean? Please be nice about this.
streetsk8er3000
via the OPM Message Board

A: What kind of *total moron* doesn't know what "frames per second" means?! Just kidding, street. It's a perfectly legitimate question, which many people (us included, admittedly) might easily forget is actually a sort of industry jargon.

Here's an easy way to understand it: Have you ever picked up a flipbook and flipped through it at different speeds? Of course, the more quickly the pages move, the more fluid the animation looks. If you flipped, say, 10 pages per second, it would look better than flipping three.

Now, apply this concept to a game. Think of each page as a frame of animation. If each moves 30 frames in one second, its—to use further common gaming jargon—"framerate" is 30 fps.

To put things in further perspective, have you ever noticed how much faster PS2 games generally look than PSone games do? That's because, due to power limitations, very few PSone games went beyond 30 fps—and those that did usually had to make sacrifices in terms of graphics. Because the PS2 is much more advanced, however, you see a lot more games at 60 fps (though quite a few still clock in at 30)—and 60 fps, by the way, is the most the human eye can handle.

QUESTION OF THE MOMENT

Last month, we asked you to tell us what you want to see next out of your online PS2 experience. For January, tell us what you're most itching to get your hands on in 2003 and why. E-mail us at OPM@ziffdavis.com. Mark your notes "2003."

I think if the PS2 has been lacking in anything thus far, it has been communication. More e-mail, headset use and even keyboard use for games would be awesome.
matt35503
via the Message Board

Integration of the hard drive to allow for PS2 to become more of the set-top box Sony is trying to make it.
ChronoSquall14
via the Message Board

I'd like downloadable extra levels, weapons, vehicles and skins.
yoDaMaycRy
via the Message Board

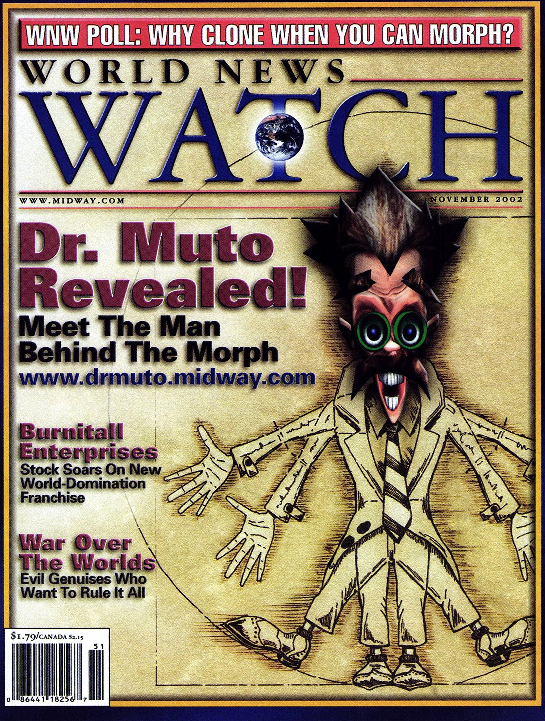
I wanna see *every* fighting game online and *every* racing game online.
triumphantGamer
via the Message Board

Continued support for narrowband.
GTC-sonyps2fan
via the Message Board

Four little words: *Soul Calibur 2*. Online.
cautiousthought
via the Message Board

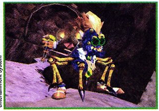
I'd love to see some online co-op modes.
Liquideagle
via the Message Board

TiVo function.
Blak_dragon2002
via the Message Board



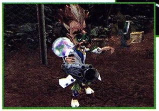
MAD SCIENCE WATCH

The Doctor Is In

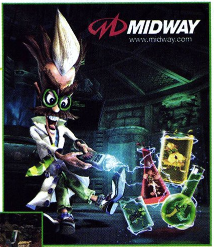


screenshots from Playstation®2 computer entertainment system

Are You A Man Or A Mouse?
Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun



Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller

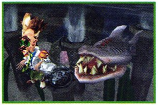


Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.

According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

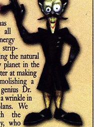
Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.



Defend yourself against burly Rent-a-Cops, vicious "Charks," and other henchmen of your rival, Professor Burnitall

PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnitall went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into!"

DR. MUTO™

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence
Suggestive Themes

Fall 2002
PlayStation®2

XBOX

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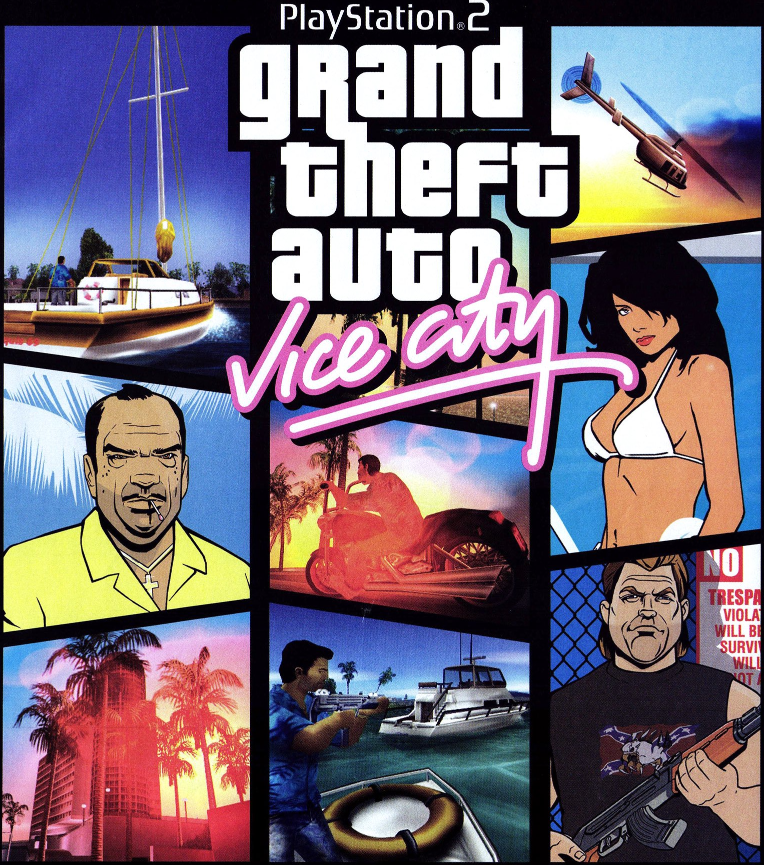

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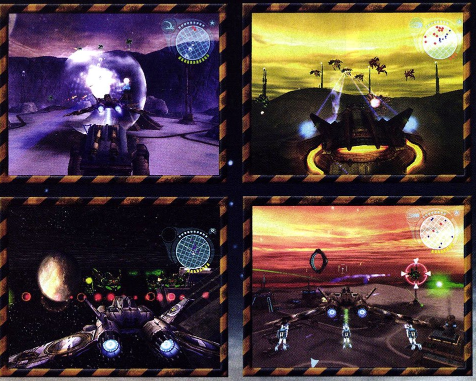

screenshots from PlayStation®2 computer entertainment system

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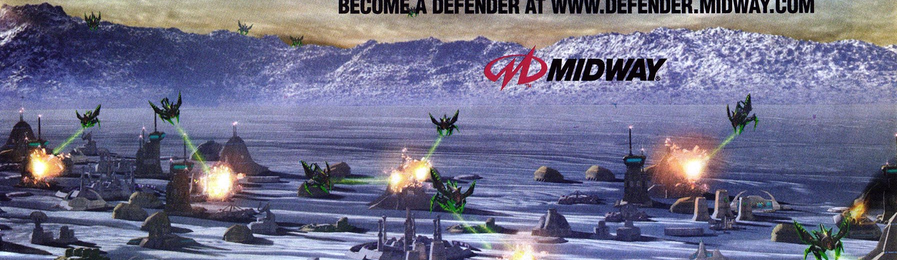

MIDWAY

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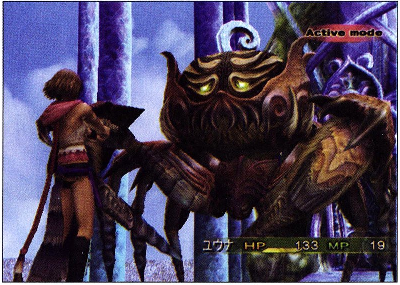


FANTASY FULFILLED

A sassy new Yuna is set to star in Square's first-ever direct sequel to a Final Fantasy title

Nothing is ever final when it comes to Final Fantasy. For several decades now, gamers have eagerly snapped up each new chapter in this never-ending role-playing franchise. Like clockwork, every new title rockets to the top of the charts, garnering critical praise and earning commercial success. Square's first PS2 edition, *Final Fantasy X*, was yet another top seller and even won *OPM*'s Readers' Choice Game of the Year award for 2001. Meanwhile, gamers continue to await the online-only *Final Fantasy XI* (already out in Japan) as well as the offline *Final Fantasy XII*.

But now, Square is planning to offer something entirely unique: its first-ever direct sequel to an already-released Final Fantasy game.

Currently known as *Final Fantasy X-2* (as of press time, Square hadn't yet announced an official name), this new RPG picks up where *FFX* left off, set just a few years after the end of *FFX*'s story and featuring many of the same characters and locations. Though early speculation pointed to two possible side stories—possibly packaged as one game—*FFX-2* instead centers on the personal quest of the summoner Yuna (Rikku and Lulu also play a role, but not as the main characters).

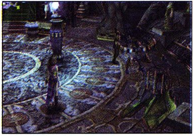
One thing you'll immediately notice from the art and screenshots is Yuna's pistol-packing, sexy new look. But that's not all that's different. *FFX-2* features a few new gameplay elements along with some intriguing story ideas. Check out all the tasty tidbits to the right for some early, exclusive details on the game.

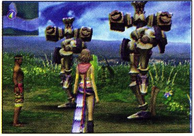
FFX-2 is due to hit Japan sometime within Square's current fiscal year, possibly as soon as March 2003. Though the game hasn't been confirmed for a U.S. release, we're guessing it should hit our shores around fall 2003.

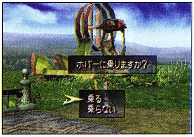
In other Final Fantasy news, Square is actively working on bringing *FFXI* to the U.S., but it's still unclear who will publish the game. As Clish MacLaver reported last month, Square simply doesn't have the infrastructure to support such a massively multiplayer online experience. The latest whispers point to Sony hosting the online components and possibly even publishing the game. Still, we don't expect to see *FFXI* out until summer 2003 at the earliest.

Meanwhile, *FFXII* is still under way, but we recently heard that director Yasumi Matsuno (*FF Tactics*, *Vagrant Story*) is spending most of his time these days focused on *Final Fantasy Tactics Advance* for the Game Boy Advance. Which means *FFXII* might be pushed back, possibly until 2004. We suspect that Square is viewing *FFX-2* as something to help fill the void in the meantime.

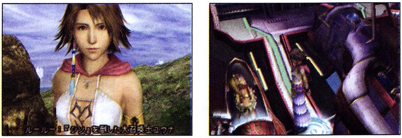
Finally, Square is currently mulling over the possibility of bringing its PSone ports of *Final Fantasy I* and *II* to the States. Thanks to your urgent pleas (keep sending them to support@squaresoft.com), along with some keen interest from retailers, it looks like these graphically enhanced remakes might actually make it over here!



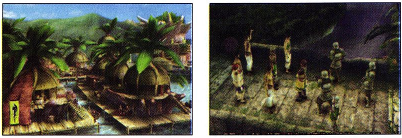




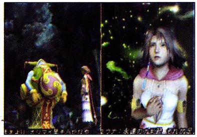
Machine Age
The use of machinery was outlawed by the Yevon faith back in *FFX*, but these days you can spot machina even within the temples (top left). Machines are so prevalent that hovercraft have become the most common form of transportation, replacing even the chocobo (left). Of course, not all machines are friendly—you'll still face a few battles with some nasty machina (above).



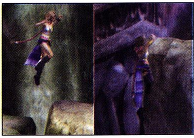
Maiden Voyage
Yuna sets off on her own personal journey, but some familiar faces return. Above left, Yuna is being warned by Lulu (offscreen) to be careful not to be taken advantage of. Above right, Yuna laughs about how fun it is to fly around in these ships. Is that Rikku in the pod?



Back to Normal?
The watery village of Kilika, which was utterly devastated by Sin in *FFX*, has since been rebuilt. Though all looks peaceful, something is bubbling just below the surface. A tussle takes place, with the townies exclaiming: "Isn't Sin's tyranny supposed to be over?!"



Apocalyptic Warnings
Strange entities appear with dire predictions of an "ending" that's coming sooner than expected, then disappear by morphing into a mass of fireflies. Yuna begins to question if all is truly right in the world.



Leap Ahead
Yuna demonstrates her new ability to jump and climb while on the field map—just a taste of the new action elements in the game. Don't worry—this is still a traditional RPG, but with a bit more flair.

Spy vs. Spy Returns!
Anyone remember how cool the old Spy vs. Spy games were on the NES? Well, here's some good news: TDK is working on a new game based on the classic *MAD* magazine characters for the PS2.

ZOE'S WORLD

Analysis of Behavior Patterns in Homo Sapien Videogamus

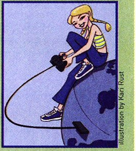


Illustration by Kari Rust

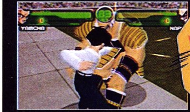
8 a.m.: Subject emerges from bedroom. Stumbling motion toward coffee machine.
8:10 a.m.: Subject delivers coffee in large ceramic mug and Corn Pops (dry) to couch area, then inserts *Sly Cooper* into PlayStation 2. Subject settles into slumped position in corner of couch.
8:30 a.m.: Cellular telephone rings; display reads "Office." Subject switches cellular telephone to "Off."
9:30 a.m.: First vocalizations of the day in form of derogatory rant aimed at television.
11:15 a.m.: Subject demonstrates common videogamus trait, "self-imposed bladder control," and shows incredible display of acceleration when finally navigating to bathroom facilities.
11:16 a.m.: Subject returns to slump on couch, consuming two-day-old doughnut from kitchen table. During gameplay, jaw returns to standard slack position. Ms. Ruby goes down.
1 p.m.: Subject hears knock on door. Flash of panic as subject realizes she forgot the Dishwasher Repairman was coming.
1:10 p.m.: Subject resumes gameplay as before.
1:15 p.m.: Dishwasher Repairman suggests a new pump as repair. Cost: $100. Repairman requests go-ahead for work order. Subject seems nonplussed during conversation and signs something placed on table by Dishwasher Repairman.
1:30 p.m.: Subject elicits commonly documented delayed-reaction syndrome and answers repairman's previous request with, "Sounds good."
2 p.m.: Subject's concentration disturbed by sudden clap of thunder outside. Concern turns to panic moments later as all lights and power die in subject's home. Subject sits stunned.
2:15 p.m.: Power returns. Subject loads latest saved game.
3 p.m.: Subject has entered near subconscious gaming state, exhibiting common behavior that includes constant rambling conversation with self and characters in game.
5:45 p.m.: Subject completes game. Interesting emotional response involving self-satisfied giggling and some kissing of controller unit.
6 p.m.: Subject finally leaves couch area. Subject seen checking weather forecast. Five days of rain called for. Subject last documented smiling.
CONCLUSION: Homo sapien videogamus is a uniquely specialized human with sharp reflexes, amplified dexterity and enlarged bladder. Such specialization results in side effects including random bouts of bipolar schizophrenia; however, this behavior is only exhibited during playtime. Subject appeared healthy and happy when placed in situations away from video games, despite mild tantrum thrown when asked to end gameplay. This breed will require further study.

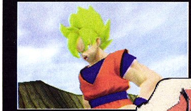
Zoe Flower is under constant surveillance by the appropriate authorities. www.zoeflower.com

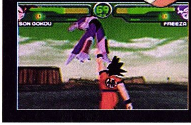
DRAGON BRAWL

Get ready for DBZ!

As the holidays approach, more info is leaking out about DBZ's PS2 debut, *Dragon Ball Z: Budokai*. Apparently, Infogrames is scrambling to get the game out in time for the Christmas rush, but no promises there. The latest it'll ship, though, is early next year. As for the game itself, *Budokai* (which means tournament) is a high-octane brawler featuring 23 DBZ heroes and baddies. Each character is stocked with at least 60 different combo moves, and the fighting is spread over 29 levels. *Budokai* also includes a story mode built faithfully around the anime series.







DECEMBER CALENDAR

2 MONDAY • A boozy day for **Britney**...she turns 21! **Lucy Liu** joins the party, too—she's 34.	**3** TUESDAY • **Star Wars: Clone Wars** and **Evolution Snowboarding** in stores. **Ozzy Osbourne** turns 54.	**6** FRIDAY • **Analyze That** in theaters, along with Spike Jonze's **Adaptation** with Nic Cage.	**10** TUESDAY • James Cameron's **Dark Angel** and **NCAA College Basketball 2K3** in stores.	**13** FRIDAY • **Star Trek: Nemesis** hits theaters, and no doubt proves the "every other one is good" rule.	**17** TUESDAY • **Back to the Future** DVD box set finally available. **RPG Maker 2, Battlebots, Mystic Heroes, Dragon's Lair 3D** and **Fisherman's Bait** out.
18 WEDNESDAY • **The Lord of the Rings: The Two Towers** in theaters. Yay! **Christina Aguilera** is 22.	**20** FRIDAY • **The Wild Thornberry's Movie** and **Two Weeks Notice** in theaters.	**21** SATURDAY • **Samuel L. Jackson** turns 54, **Ray Romano** is 45, **Kiefer Sutherland** is 36 and **Andy Dick** turns 37.	**24** TUESDAY • Christmas Eve.	**25** WEDNESDAY • Christmas Day. **Gangs of New York** in theaters at last, along with **Catch Me If You Can**.	**31** TUESDAY • New Year's Eve. Party!

All dates were accurate as we went to press, but some of this stuff can change. Except the birthdays—they're pretty much set in stone. Unless we got those wrong. Which we're fairly sure we didn't. Have a happy holiday season.

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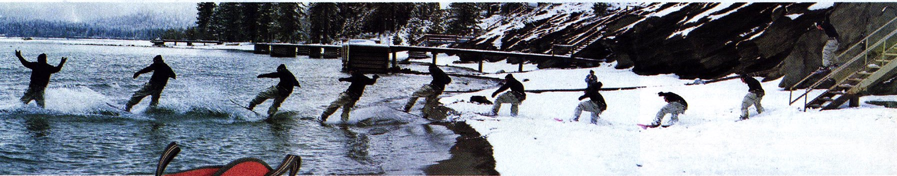

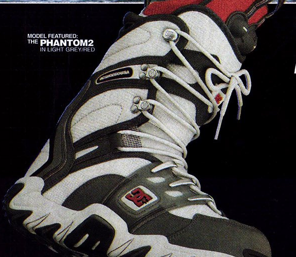

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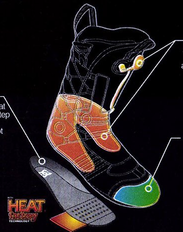

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(US patent #6189172)

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GEL-PADDED TOE CAP
Patent-pending silicone gel pad in front cushions toes on impact.

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TOP 10 SIGHTS OF TGS 2002

We travel to Japan for the Tokyo Game Show

Every year Japan holds its own version of our Electronic Entertainment Expo (E3), and it's the place to be to check out a lot of the cool stuff that'll be coming out there over the next year or so. At this year's Tokyo Game Show (TGS), gamers got to play some hotly anticipated titles like *Devil May Cry 2*, *Silent Hill 3*, *Unlimited Saga* and *Star Ocean 3*. TGS is also where we got a first look at *StarCraft: Ghost* (check out previews for that one). Here are some of our personal highlights from the show:

1. Namco's booth was almost entirely dedicated to its new music game *Master of the Drum*, in which you perform on an actual Japanese Taiko drum. Trust us, it's a blast.

2. *Virtual On Marz*, Sega's insanely popular mech fighting game (in Japan, at least), comes to the PS2, and it's as fun as ever.

3. Genki's booth models showed off *Tokyo Xtreme Racer 01*. This latest *TXR* lets you race against three cars at once.

4. Tecmo revealed its futuristic online action game *Breaker*, in which you team up with other players to take out alien scum.

5. Although it was only shown on video, Capcom's *Mega Man X7* still impressed us, thanks to its new 3D cel-shaded visuals.

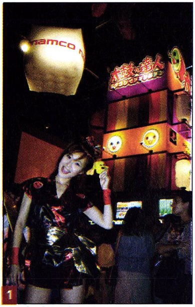
6. Sony unveiled yet another PS2 color for lucky Japanese gamers: milky white.

7. The Eggman always seems to get the girls. That bastard.

8. Tons of gamers flock to TGS just to dress up as their favorite video game characters. Here are some of our favorite costumes.

9. Konami only showed the PS2 *Metal Gear Solid 2: Substance*. What's the big deal? How about the fact that it's not bothering to release the Xbox version in Japan? Ouch.

10. At TGS you're bound to run into plenty of weird sights. Such as this guy. He's dressed as a bowling pin. That gets you on our list!



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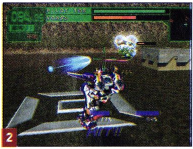

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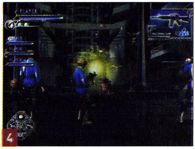

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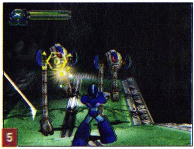

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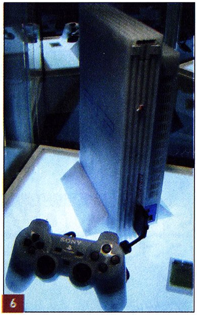

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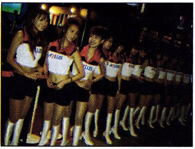

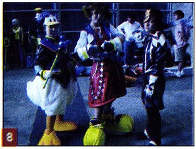

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METAL GEAR SOLID

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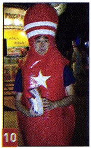

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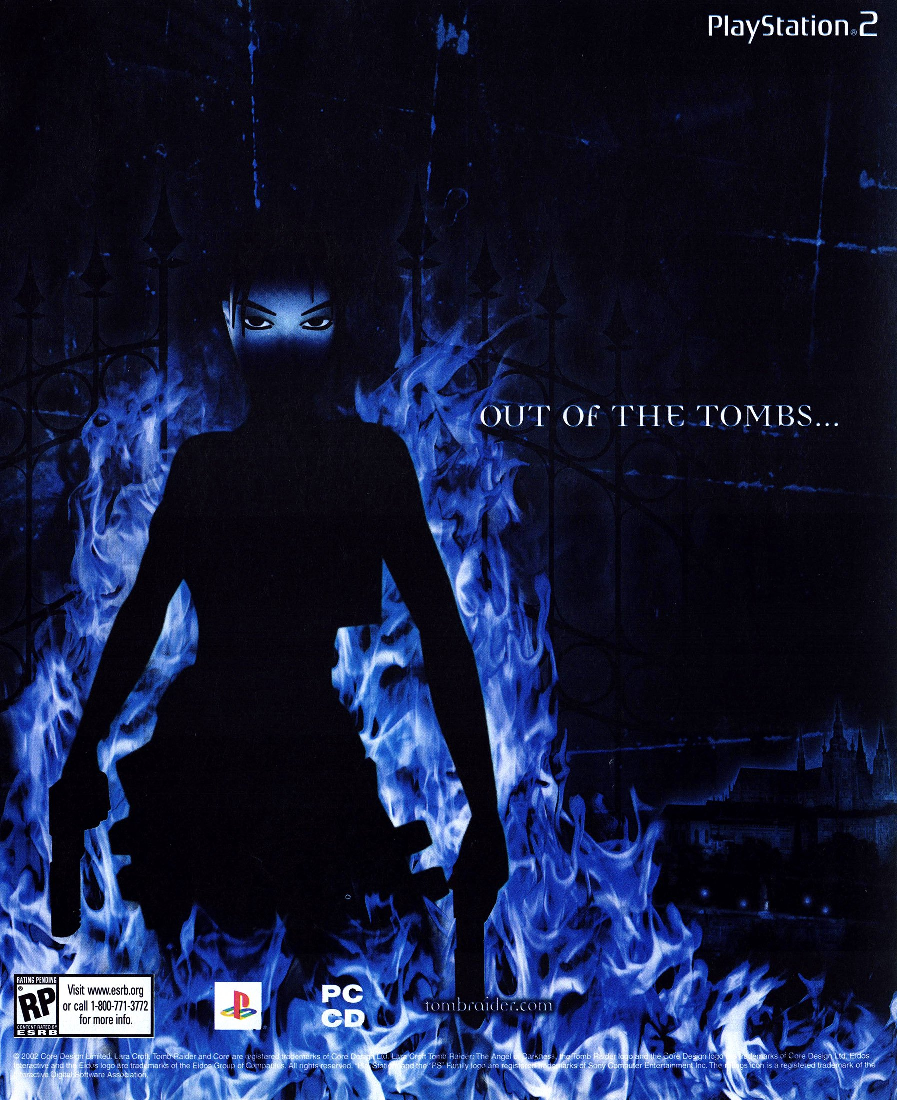

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- ☑ SWIM ENGLISH CHANNEL
- ☑ CLIMB MOUNT EVEREST
- ☑ SURVIVE AVALANCHE
- ☑ LEARN SANSKRIT
- ☑ ~~[illegible]~~
- ☑ MASTER JUJITSU
- ☑ ~~RACE FROM PARIS TO DAKAR~~
- ☑ BREAK SOUND BARRIER WITH F-16
- ☑ ~~RIDE BULL FOR 8 SECONDS~~
- ☑ BUNGEE JUMP GOLDEN GATE BRIDGE
- ☑ NAGHOL LAND DIVE!
- ☑ SWIM WITH GREAT WHITE
- ☑ RAFT CLASS V RAPIDS
- ☑ SPEND 1 HR IN SENSORY DEPRIVATION CHAMBER
- ☑ EAT BLOWFISH
- ☑ ~~HOP A FREIGHT TRAIN~~
- ☑ FIRE WALK
- ☑ CARNAVAL!!
- ☑ JOIN CIRCUS
- ☑ HIT A HOLE-IN-ONE
- ☑ BOG SNORKEL
- ☑ LEARN TO SNAKE CHARM
- ☑ HELI-SKI
- ☑ RUN WITH THE BULLS
- ☑ CLIMB MOUNT KILIMANJARO
- ☑ ~~[illegible]~~ WRESTLE ALLIGATORS
- ☑ FREE CLIMB 20 STORY BUILDING
- ☑ REENACT BATTLE OF GETTYSBURG
- ☑ KAYAK BERING STRAIT
- ☑ DO ROUTE 66 ON BIKE
- ☑ SURF IN SYDNEY NUDE NIGHT SURFING FESTIVAL
- ☑ ~~SKI CHAGACH MOUNTAIN RANGE~~
- ☑ ~~COMPLETE WESTERN STATES ULTRA MARATHON~~
- ☑ FINISH ECO-CHALLENGE
- ☑ ~~RACE DOG SLED FROM ANCHORAGE TO NOME~~
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- ☑ ORIENTEER TIERRA del FUEGO
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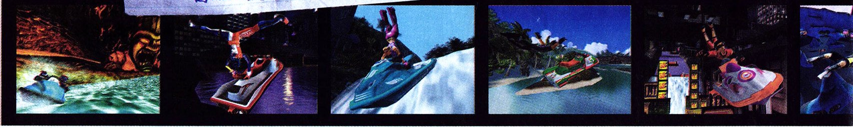

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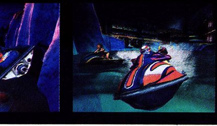
JET X_2O



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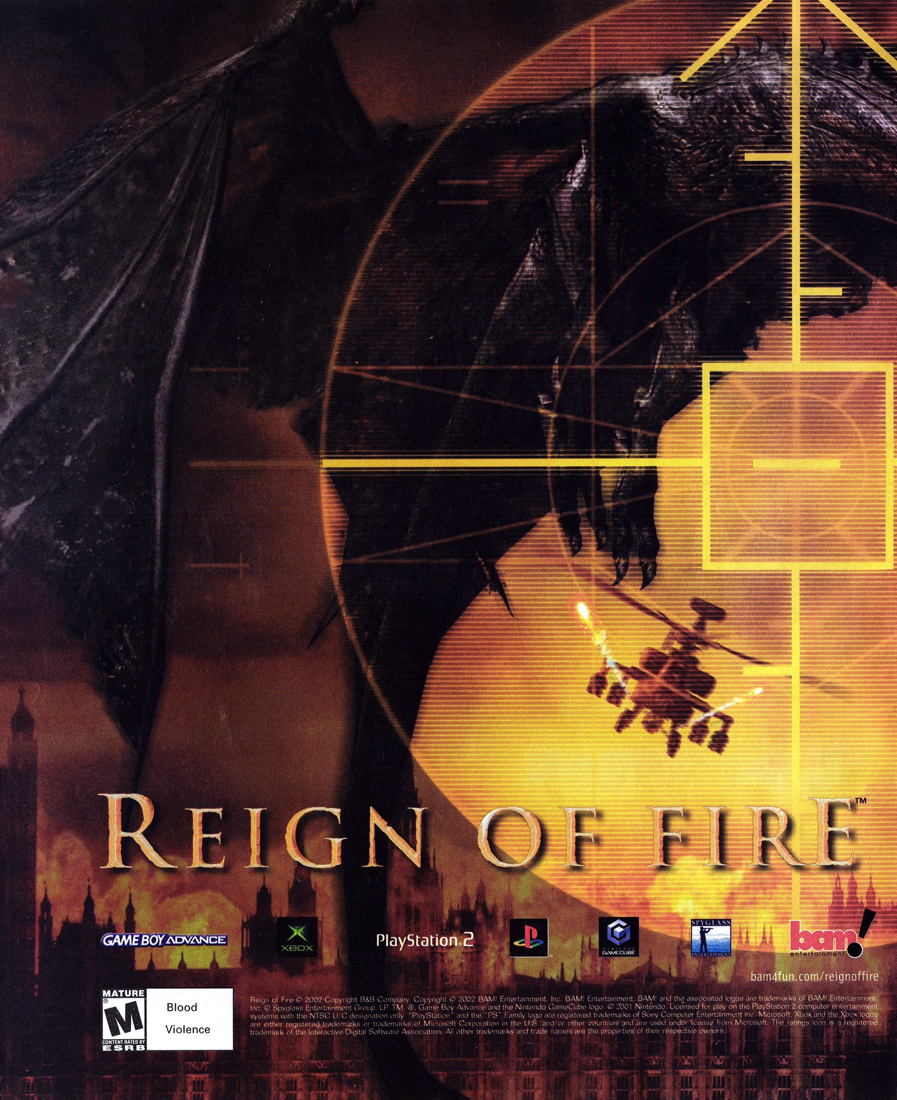
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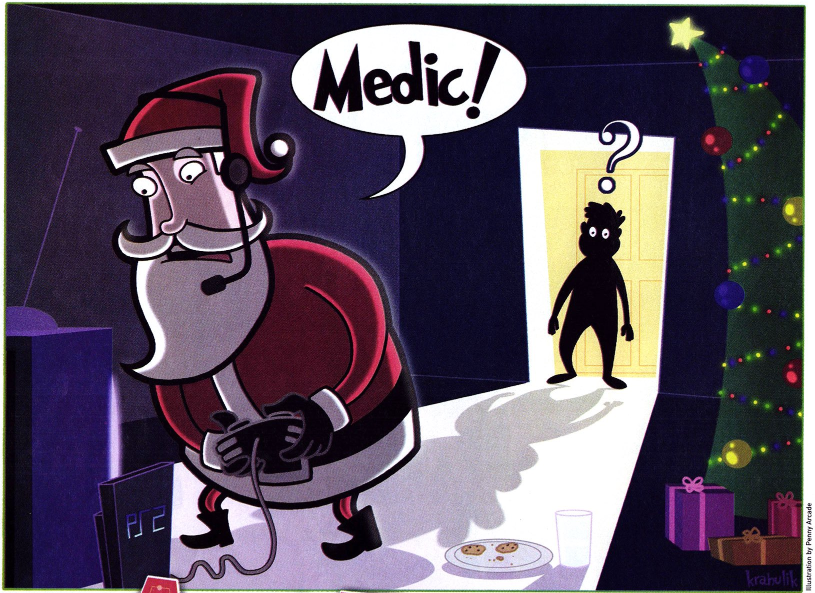


Illustration by Penny Arcade

THE ULTIMATE HOLIDAY GAME GUIDE

Wondering what to get for that special someone on your Secret Santa list? ■ ■ ■ Looking for the elusive "perfect gift for the person who has everything"? ■ ■ ■ Want to make a good impression on your new girlfriend? (OK, maybe not.) ■ ■ ■ What better gift to give than the gift that keeps on giving? ■ ■ ■ Whether you're buying for your best friend, your sibling or yourself (selfish jerk), we're here to help. ■ ■ ■ Here are our suggestions for the gamer who...

...Wants Nothing But the Best

FINAL FANTASY X
Square EA ●●●●●
If you buy only one RPG this holiday season, buy *FFX*. The story is involving, the voice work is exemplary, the battle system is refined and the graphics are gorgeous—especially those rendered sequences, hoo boy. No, it's not perfect, but it is a majestic feat of role-playing game design.

GRAND THEFT AUTO: VICE CITY
Rockstar ●●●●●
You would have been forgiven for thinking that *Grand Theft Auto III* couldn't get any better. But you'd have been wrong. Rockstar takes their go-anywhere, do-anything gangster-film chic to the sweaty streets of a tropical town in the grip of the '80s. More vehicles, more weapons, more mayhem—more of what you love.

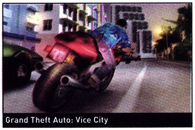
ICO
Sony CEA ●●●●●
Never has a game made such a good case for being called a work of art. *Ico*'s setting is lush and beautiful—but it's only a backdrop for an equally beautiful and touching story told almost entirely through gesture and expression. It's a brainteaser at times, an exploratory adventure at others and a masterpiece all around.

METAL GEAR SOLID 2: SONS OF LIBERTY
Konami ●●●●●
Yes, the story may be somewhat silly. And, yes, the new hero may be somewhat fruity. But *MGS2* is nevertheless one of the greats, a spectacular feat of design. One caveat: You may want to hold off for *MGS2 Substance* (sort of a director's cut, with extras), which releases in the spring.

NEED FOR SPEED: HOT PURSUIT 2
EA Games ●●●●●
You'll want strap yourself in before settling down with this one. The sensation of speed in this sensational racer has to be seen to be believed, and the high-end car selection cannot be described as anything other than "sexy." With loads of stuff to unlock, it's days of bliss for the racing fan.

SLY COOPER AND THE THIEVIUS RACCOONUS
Sony CEA ●●●●●
Since cel-shading became all the rage, it's become fairly common to say a game looks like a cartoon. *Sly* looks like a cartoon—but better. And beneath the beautiful visuals is a wonderfully entertaining game. It may be a bit short, but there's enough depth to keep you coming back for more.

SOCOM: U.S. NAVY SEALS
Sony CEA ●●●●●
You'll need a Network Adapter and a broadband connection to experience the most this game has to offer, because the real longevity here is in the brutally addictive 16-player online battles (in spite of some annoying server glitching). But even in single-player mode, this stealthy, strategic shooter has plenty to keep you busy.


Grand Theft Auto: Vice City

TONY HAWK'S PRO SKATER 4
Activision ●●●●●
You thought last year's *Hawk* was good? You ain't seen nothing yet. Get ready to face 190 different challenges, courtesy of the revamped goal system. Want to race down a hill in a shopping cart? Kickflip off the end of Fisherman's Wharf? Pal around with the cast of *Jackass*? Your wish is granted.

...Likes to Fight the Bad Guys

ACE COMBAT 04: SHATTERED SKIES
Namco ●●●●◖
If the person you're shopping for likes to fly the *un*friendly skies, this is the best way to feed that all-pervasive need for speed: gorgeous graphics, hair-trigger controls and lots of pretty explosions.

MEDAL OF HONOR: FRONTLINE
EA Games ●●●●●
You know how your grandfather always goes on about "The Big One"? Now you can get a taste of what it was like by storming Normandy yourself in *Frontline*. War is hell, though, so be prepared to die a *lot,* and be glad you don't have to do it for real.

SPIDER-MAN
Activision ●●●●◖
Word on the street is this chap does whatever a spider can. This particular incarnation of the wall-crawler is drawn from the blockbuster film, throwing in some great new enemies. Ever wonder what it was like to do battle hundreds of feet above New York City? Wonder no more.

...Likes to *Be* the Bad Guy

GRAND THEFT AUTO III
Rockstar ●●●●●
No game gave you more freedom than *GTA3* before *Vice City* came along. If you want to steal, you can. If you want to kill, you can. If you want to get your groove on, you can. Even though the sequel's out, it's still one of the must-haves for the system.

HITMAN 2: SILENT ASSASSIN
Eidos ●●●●◖
If you know anyone with the inclination to shave his head, wear a tux and run around killing people for money (and who doesn't?), *Hitman 2* makes the perfect gift. It's classy, stylish and well-paced, blending elements from *Metal Gear* and *Max Payne* to provide a truly mature challenge.

Aggressive Inline

Medal of Honor: Frontline

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Rockstar ●●●●◖
Being the bad guy is no cakewalk in this sequel, but why should it be? After all, you're devising ways to get "contraband" from point A to point B. Sometimes you'll speed through the marshy mess of Vietnam; other times you'll deal with the sun-stained rattrap of southeast Russia.

...Has Lots of Interesting Scars

AGGRESSIVE INLINE
Acclaim ●●●●◖
Everyone, at some point, has strapped on a pair of Rollerblades. After falling and chipping a tooth, everyone has quit. *Inline* gives you the chance do something you've always dreamed of: stand up on skates without falling over.

MAT HOFFMAN'S PRO BMX 2
Activision ●●●●
While *Tony Hawk 4* has redefined being extreme, *Hoffman* is the perfect complement for the hardcore X Gamer. With its mind-boggling flatland tricks, there's no better game on two wheels.

SSX TRICKY
EA Big ●●●●●
Movie sequels tend to prove that they should never be made, but *SSX Tricky* proves why game sequels are, for the most part, better than the original. The Uber-tricks are reason enough to coax the entire family in the room to watch.

...Lives for Adventure

DEUS EX: THE CONSPIRACY
Eidos ●●●●◖
Is it an RPG? A first-person shooter? A cosmological manifesto? The answer is yes, all of the above. This astonishingly complex first-person adventure has one heck of a deep story, but doesn't get too bogged down in plot to be entertaining.

FATAL FRAME
Tecmo ●●●●
This is, hands-down, the most truly terrifying game of all time. Don't believe us? Fire up this innovative survival-horror game alone, in the middle of the night, with the

21 REASONS TO BUY A PSONE

Yeah, we know—you already own a PS2, which of course is backward-compatible. Essentially, you can already play almost any PSone game you want, whenever you want. So why bother with that snazzy new PSone—the one that comes bundled with that supercool mini-screen? Because it's so darn cute! Still not convinced? Then here are 21 reasons to add this portable powerhouse to your holiday list:

1. You can play it in the car.
2. Still waiting for those PS2 *Final Fantasy* remakes? Wait no more! Boot up *FFVII* on the PSone and marvel at how cool the game looks on that tiny screen.
3. While we're at it, what better way to get caught up with the scores of RPGs you've overlooked?
4. You can play it on a plane.
5. Craving a good puzzle game? Dig through the bargain bins to find gems like *Super Puzzle Fighter II Turbo*, *Devil Dice*, *IQ* and *Roll Away*. Then set up your own mini-arcade.
6. 2D games look incredible on that small screen. And there just aren't enough 2D games on the PS2.
7. *Castlevania: Symphony of the Night*
8. One day it'll look great sitting on your coffee table next to other gaming *objets d'art* like the Virtual Boy.
9. Because all the cool kids are doing it, and the chicks will dig you.
10. Even the mere suggestion that an *Ico* sequel might be made for the PSone should be reason enough...
11. Bundle packs. Pick up the Crash and Spyro ones for starters.
12. You can play it on a train.
13. *Final Fantasy Tactics*
14. You need to play something while your wife is watching that *Sex and the City* marathon on HBO.
15. Your wife needs to play something while you're watching that *Oz* marathon on HBO.
16. For the price of a PS2 and two PS2 games you can get a PSone, a miniscreen and *20* games!
17. You'll deny it, but you've just got to be curious about playing those graphically challenged *GTA* games before there was *GTA3*.
18. *Tony Hawk's Pro Skater 2*
19. To figure out why Raiden has absolutely no place in *Metal Gear Solid 2*
20. You can play it in the car on the way to the train that takes you to the airport.
21. It's the perfect excuse to spend hours trolling eBay for hard-to-find, out-of-print classics.

lights off and the surround sound cranked up *loud*. Then see how much trouble you have getting to sleep.

ONIMUSHA 2: SAMURAI'S DESTINY
Capcom ●●●●
Capcom gave *Onimusha* fans more of what they asked for in this solid sequel: a branching story, a greater depth of interaction with non-player characters and even more demon-slaying samurai action. It's still a bit on the short side, but the multiple branches on the story tree make for solid replay value.

...Likes to Beat Up His Friends

DYNASTY WARRIORS 3
Koei ●●●●
If one-on-one fighting is just too, well, "limited" for you, *Dynasty Warriors 3* is for you. Hack your way through hundreds, nay, thousands of enemies as you stomp across the battlefields of the Far East while hitting people with an assortment of nasty-looking pointy sticks.

MARVEL VS. CAPCOM 2
Capcom ●●●●
Take a gaggle of superheroes and an equally large gang of Capcom fighters and you're safely in the realms of "the best 2D fighter on PS2." It looks great, is packed with goodies and will have old-school fans drooling.

VIRTUA FIGHTER 4
Sega ●●●●●
We said it was the best fighting game ever made—and we really meant it. There's so much to do and so many gameplay modes, it'll keep you occupied for months on end. It looks great, controls like a dream and is so feature-packed, it even lets you train your own A.I. fighter, Tamagotchi-style!

...Just Wants to Kill Stuff

DEVIL MAY CRY
Capcom ●●●●●
Though you might want to hold off until January to pick up the sequel, *DMC* is still a solid purchase for anyone craving a fistful of action. Badass hero Dante busts it up underworld-style with his two-fisted gun-and-sword combat style. Come on, this game just *oozes* cool—what's taken you so long?

HALF-LIFE
Sierra ●●●●●
When it was released on the PC, this first-person shooter was called "the greatest game of all time." We'll just say that this brilliant game is as much adventure as it is action, with some nice twists, fantastic level design and gameplay that just goes on and on and on.

TIMESPLITTERS 2
Eidos ●●●●●
For superfast first-person-shooting action, it's hard to beat *TS2*. The story mode is deeper than the original's, and there's a load of extra modes to keep you interested, from mini-game-style challenges to themed arcade tourneys. Plus: exploding monkeys. How can you pass up a game that has exploding monkeys?

...Laughs at Gravity

JAK AND DAXTER: THE PRECURSOR LEGACY
Sony CEA ●●●●●
As good as Sony's other biggies (*Sly* and *Ratchet*), *Jak and Daxter* is also a real bargain. So, save yourself a few bucks and pick up this "Greatest Hit" for anyone craving quick action and clever objectives, all set in a gorgeous, sprawling world. Perfect for platform nuts as well as almost any other type of gamer.

KLONOA 2: LUNATAEA'S VEIL
Namco ●●●●◖
We'll be honest—we've got an ulterior motive for including *Klonoa 2* on this list: Unless more of you rush out to buy this achingly beautiful platformer, we're not likely to see the next *Klonoa* released here. And that would be a crying shame, since *Klonoa 2* is pure, unadulterated fun. Buy it, play it—and love it.

RATCHET & CLANK
Sony CEA ●●●●●
Ratchet & Clank proves there's more to a great platformer than just hopping and bopping. This unique (and long!) adventure lets you have it your way by giving you all the tools you need to create your own style of play. Plus, the bountiful bevy of weapons and gadgets makes it a great choice for those who desire diversity.

...Drives Really, Really Fast

GRAN TURISMO 3: A-SPEC
SCEA ●●●●●
Still the definitive driving sim for real gearheads, and it still holds up against the competition. A killer car list, superb handling, gorgeous visuals and a great soundtrack are just a few of the things that make *GT3* a classic. Not only that, but you can pick it up cheap now that it's on SCEA's Greatest Hits label.

NASCAR THUNDER 2003
EA Sports ●●●●◖
Thunder is one of the only NASCAR games that actually feels like a real sports game, and not just a game where you drive around in circles. *Thunder 2003* is worth the price of admission for the awesome career mode alone, which lets you step in and manage a team over a 20-year (!) period.

WRC: WORLD RALLY CHAMPIONSHIP
Bam Interactive ●●●●●
Want to drive at 100 mph over rough terrain and then power slide around long sweeping corners? Want to slide through snowy wastes? Blast through desert tracks? Hurtle through the mud with

WHAT IF THE ONLY WAY TO FIND SANITY WAS TO FOLLOW THE PATH OF A MADMAN?

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PlayStation 2

XBOX

PRESTO STUDIOS

Ubi Soft
www.ubi.com

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scant regard for personal safety? Few games ably capture the thrill of driving a tricked-out Subaru on "real" World Rally Championship courses, but this game is really in a league of its own.

...Knows What a Wyvern Is

BALDUR'S GATE: DARK ALLIANCE

Interplay ●●●●◖

Know someone who likes the *idea* of an RPG but doesn't have the patience to wade through waves of random battles? Give 'em *Dark Alliance*! Part hack-'n'-slash, part old-school D&D geekfest, *Dark Alliance* is quick, fun and easy on the eyes. It's also great for two players, so you might even want to buy it for your non-game-playing gal pal.

COMMAND
Attack
Magic
Items
mp HP

Kingdom Hearts

KINGDOM HEARTS

Square EA ●●●●◖

A magical offering packed with over a hundred different Disney characters and a dozen *Final Fantasy* cameos, *Kingdom Hearts* easily ranks among the best action-RPGs ever made. It's such a grand experience that even the gimpy camera can be overlooked. Incredible fun for newbies and RPG vets alike.

WILD ARMS 3

Sony CEA ●●●◖

Need to find the right gift for a grumpy old-school type who yearns for the ultra-traditional gameplay of yesteryear? Or maybe you know a new-school RPG fan who's curious about the way RPGs were made prior to *FFX*. Either way, *Wild Arms 3* offers random battles up the wazoo, with a surfeit of side quests and other classic fixings.

...Doesn't Own a Jockstrap

HOT SHOTS GOLF 3

Sony CEA ●●●●

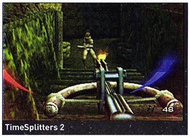
This is a multiplayer paradise, so wrangle up a fearsome foursome and while away the winter months on the lush links of *Hot Shots 3*. Lots of personality and an easy interface keep the game moving, which means you won't be hunting around the rough on the second hole, like in real life.

NHL HITZ 20-03

Midway ●●●●◖

Hockey can be the best video-game sport there is, as long as it doesn't take itself too seriously. *Hitz* fitz that bill by making the game three-on-three instead of five-on-five. The action is fast and smooth, and even beginners will be dealing big hits and scoring eye-popping goals. Plus, the fighting engine *still* rocks.

NBA 2K3



TimeSplitters 2

SEGA SPORTS TENNIS

Sega Sports ●●●●◖

Tennis is the perfect nonsport for that special someone who thinks football is for he-men. Even first-time gamers will have an easy time picking this one up, and you can play along in a doubles match. Before you know it, they'll be addicted to the mini-games and won't need you anymore.

...Is Wearing a Jockstrap *Right Now*

MADDEN NFL 2003

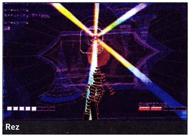
EA Sports ●●●●●

While EA Sports' *NCAA Football* is a real prize, there's nothing like the pros. This game brings every aspect of the NFL to life, from the crowd's din to mud-stained jerseys. If you hang around with ballet fans, no worries. Online will keep you connected with all kinds of ballers, and the Mini-Camp will keep you sharp.

NBA 2K3

Sega Sports ●●●●●

Last year, *NBA 2K2* rewrote the book on what video-game basketball could be. With *NBA 2K3*, they've perfected an already brilliant game. From the swish of the net to an ankle-breaking Allen Iverson crossover, this game puts you on the court and in a uniform.



Rez

FIFA 2003

EA Sports ●●●●●

The World Cup made a footie fan out of every blue-blooded American. But that same American still ain't fool enough to watch MLS. That's where FIFA comes in, feet a-flyin'. The sharpest knife in the soccer drawer, this one puts eyecandy and playability in your holiday stocking.

NHL 2K3

Sega Sports (N/A)

Most sports gamers were raised on the Sega Genesis' *NHL* series, but have since turned to *Madden* to fill the hockey void. No longer. *NHL 2K3* brings you back to those stay-up-all-night times of your youth. This puts video-game hockey back on the map with style.

...Likes to Use His Brain

ARMY MEN RTS

3DO ●●●●

Leave it to the much-maligned Army Men franchise to produce the best real-time strategy on the PS2. *Army Men RTS* distills the genre's complex controls down to a few simple button presses, making it the first RTS to really feel right on a console.

DYNASTY TACTICS

Koei ●●●●◖

Hidden within this tactical RPG is a ravenous beast waiting to leap out and grab you: a brilliantly complex combo system that allows you to set up massive group maneuvers with spectacular results. You'll spend days learning its intricacies and weeks unleashing the fruits of your labor on your unsuspecting friends in two-player mode.

ESCAPE FROM MONKEY ISLAND

LucasArts ●●●●●

This old-school, PC-style, point-and-click adventure made an astonishingly adroit leap to the PS2, with lovely 3D graphics and a sensible, location-based interface to replace the pointing and clicking. More significantly, though, this game is hysterical; you'll laugh out loud as you scratch your head at the whimsical puzzles.

...Wants Something a Little Different

GITAROO-MAN

Koei ●●●◖

PaRappa's latest outing leave you flat? (Get it? Flat? Cuz he's 2D!) Looking for a music game with a fresh interface and lots of catchy J-pop? Er, probably not. But the thing is, you probably know someone who loves anime, reads Japanese manga and monopolizes the *DDR* machines at the local arcade. This game is for him.

MR. MOSQUITO

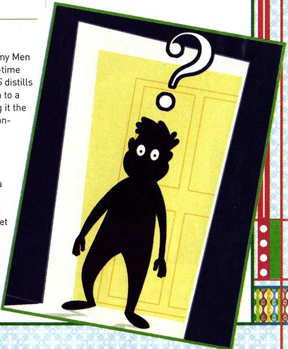
Eidos ●●●◖

Get this: You're a mosquito. Your job is to torture the Yamada family by nibbling away at them all summer long. You even get to snack on the lovely daughter's fair bosom while she tries to bathe in peace. Too weird for words? Yep. Perfect for that quirky cousin bored with "normal" games? Absolutely.

REZ

Sega ●●●●◖

Is it a shooter? A music game? Both? And what's with those surreal graphics? Hard to say, really, because *Rez* defies description. Actually, one phrase works: the trippiest game ever. The best part? Beneath all the weirdness, *Rez* is a total blast, with one of the coolest soundtracks ever.



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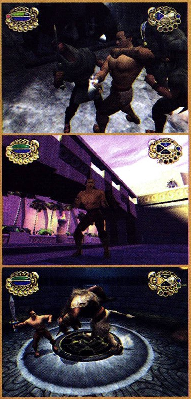

THE SCORPION KING
RISE OF THE AKKADIAN
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TEEN T CONTENT RATED BY ESRB | Violence

UNIVERSAL INTERACTIVE

NINTENDO GAMECUBE

PlayStation 2

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TEEN T CONTENT RATED BY ESRB

Animated Blood
Violence

GAME BOY ADVANCE

PlayStation®2

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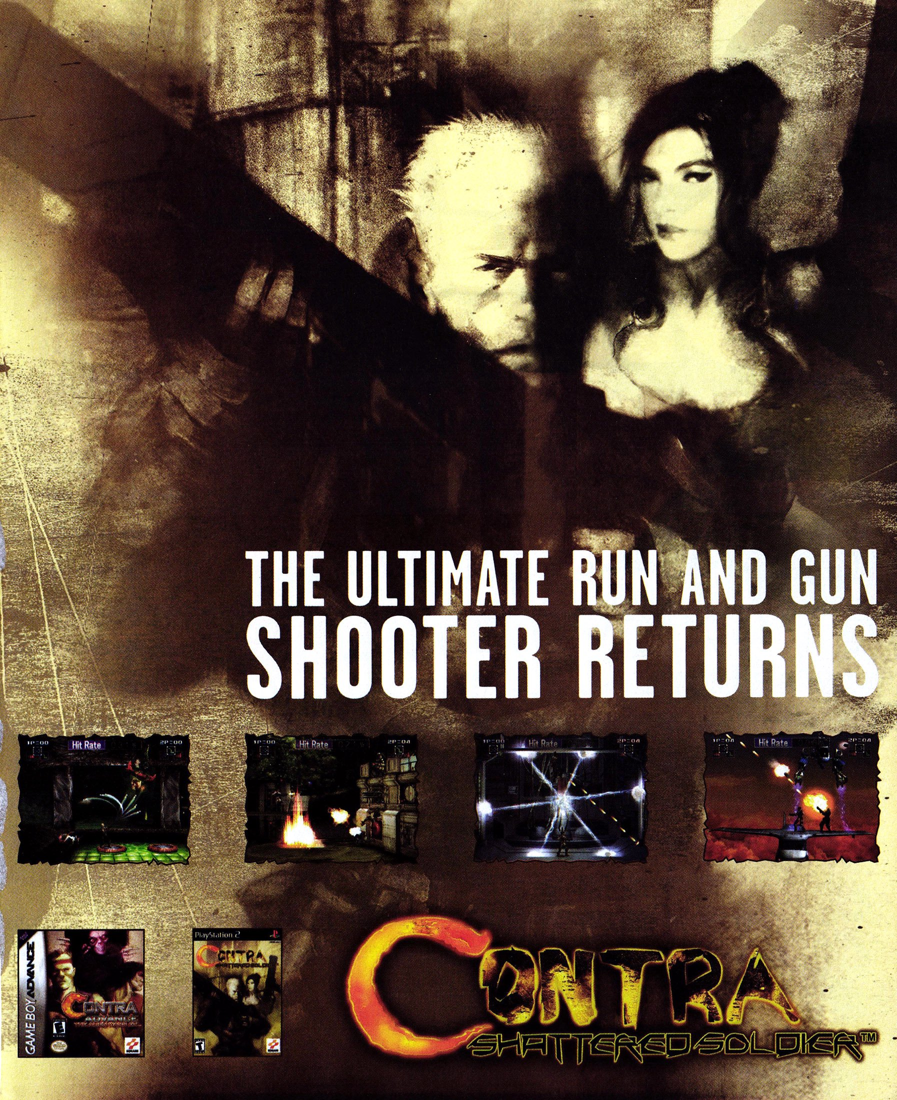
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Hit Rate
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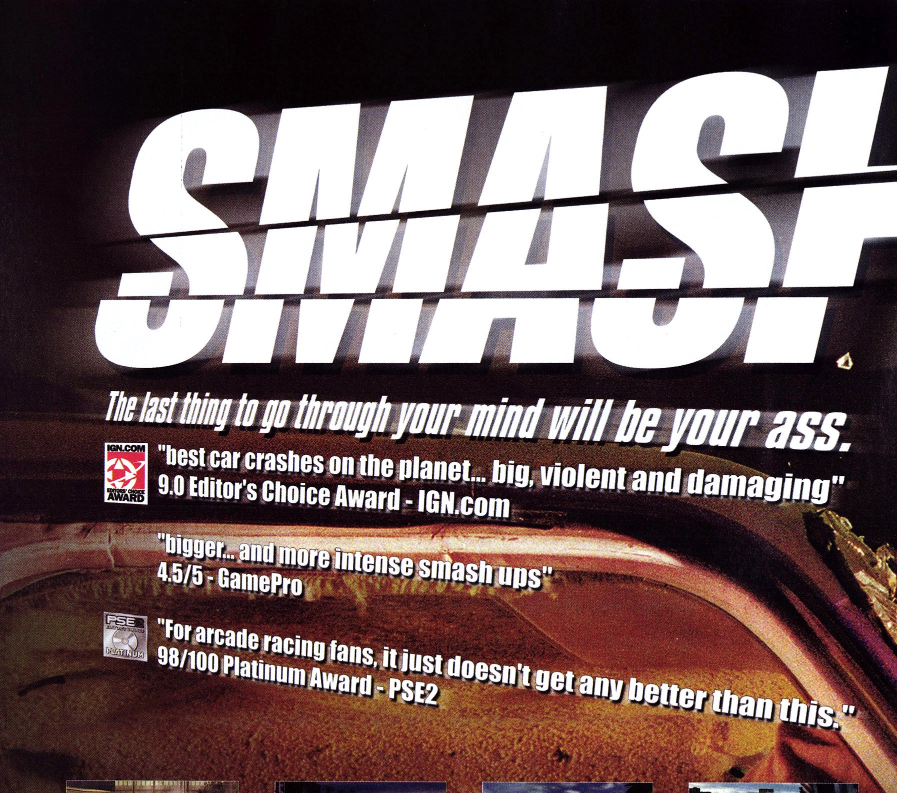


The last thing to go through your mind will be your ass.

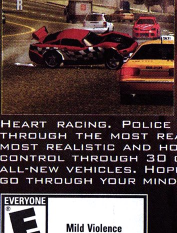
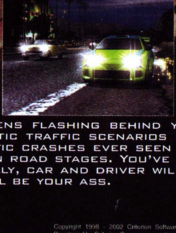
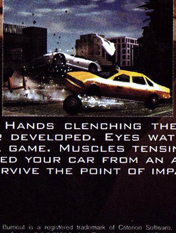
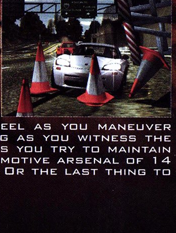
IGN.COM EDITORS' CHOICE AWARD

"best car crashes on the planet... big, violent and damaging"
9.0 Editor's Choice Award - IGN.com

"bigger... and more intense smash ups"
4.5/5 - GamePro

PSE2 EDITORS' CHOICE PLATINUM

"For arcade racing fans, it just doesn't get any better than this."
98/100 Platinum Award - PSE2

HEART RACING. POLICE SIRENS FLASHING BEHIND YOU. HANDS CLENCHING THE WHEEL AS YOU MANEUVER THROUGH THE MOST REALISTIC TRAFFIC SCENARIOS EVER DEVELOPED. EYES WATERING AS YOU WITNESS THE MOST REALISTIC AND HORRIFIC CRASHES EVER SEEN IN A GAME. MUSCLES TENSING AS YOU TRY TO MAINTAIN CONTROL THROUGH 30 OPEN ROAD STAGES. YOU'VE PICKED YOUR CAR FROM AN AUTOMOTIVE ARSENAL OF 14 ALL-NEW VEHICLES. HOPEFULLY, CAR AND DRIVER WILL SURVIVE THE POINT OF IMPACT. OR THE LAST THING TO GO THROUGH YOUR MIND WILL BE YOUR ASS.

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

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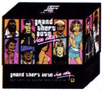
Top Secret Grand Theft Auto: Vice City Codes



Last month we told you about the seven-album soundtrack for *GTA: Vice City*, but now we've uncovered a new tidbit: Each of the albums includes a code. We're not sure what the codes'll do, but if they're as cool as the game, then it's worth the ducats. Check out www.vicecityradio.com for more.

WHAT EVER HAPPENED TO...

EVIL TWIN

Here at *OPM*, we always take extra care to make sure our reviews are perfectly timed so that you'll get to read them in the magazine right around the time of a title's release. And for the most part, we like to think we're pretty on top of our game. Unfortunately, there are times when things are just out of our control and the reviews aren't as timely as we'd want them to be. Take, for example, our review of *Turok: Evolution*. It was a month late because review code was held back until the last minute, due to concerns over possible negative press. Or our review of *Arc the Lad Collection*, which was way early because Working Designs was...well, Working Designs, and they were fashionably late as usual. But here's a case that we don't see everyday: Ubi Soft's *Evil Twin*, a game we reviewed in our January 2002 issue—almost a full year ago—still hasn't hit store shelves.

For those of you who don't remember *Evil Twin*, it's a platform title that draws inspiration from Tim Burton. As we stated in our review, "*Evil Twin* is all about style. Characters and environments have a seriously cool *Nightmare Before Christmas*-esque look to them." Unfortunately, these well-detailed graphics hindered the game in some ways. "They're so absurdly well-detailed that the framerate can bog down," we said. We also had problems with the "poor collision detection" and a story that was "just plain hard to follow." Ultimately, we ended up giving the game two discs out of five, because of how unpolished it was.

And perhaps Ubi Soft, like us, realized this, because after months and months of delaying it, they finally decided not to release the game at all. According to a company spokesperson, "The developer unfortunately went out of business and the game was never finished. The project is no longer in development." As for why they had us review an unfinished product, we're not sure, but it certainly explains a lot of things.

Wanna get the scoop on a product that's fallen off the radar? Just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened To" and we'll look into it.

P.S.A.T.

(PlayStation Aptitude Test)

1. *Jak and Daxter* : *Crash Bandicoot* :: *Ratchet & Clank* : _________
a. *Blasto*
b. *Spyro the Dragon*
c. *Rayman*
d. *Croc*

2. Which character from *Suikoden* becomes available only if you had the proper save file to import into *Suikoden II*?
a. Humphrey
b. Mathiu
c. Victor
d. McDohl

3. Which of these celebrity voices is not featured in *GTA: Vice City*?
a. Tom Sizemore
b. William Finchter
c. Dennis Hopper
d. Al Pacino

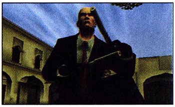
4. What skater isn't in *Tony Hawk 3* but is in all three other games?
a. Bob Burnquist
b. Andrew Reynolds
c. Rune Glifberg
d. Elissa Steamer

5. Of the following games, which one is online compatible in some way?
a. *NHL 2K3*
b. *.hack//INFECTION*
c. *NCAA Football 2003*
d. *Activision Anthology*

6. Which of these NBA stars isn't featured on the cover of a PS2 game this season?
a. Tracy McGrady
b. Kobe Bryant
c. Jason Kidd
d. Ray Allen

7. Which of these PS2 games does not have a PSone version also shipping this year?
a. *Madden NFL 2003*
b. *Treasure Planet*
c. *NCAA GameBreaker 2003*
d. *Tony Hawk's Pro Skater 4*

8. Both of the new *Lord of the Rings* games feature which creature in a boss battle?
a. Balrog
b. Watcher in the Water
c. Cave Troll
d. Lurtz



9. *Hitman 2* is the sequel to which game?
a. *Hitman*
b. *Hitman: Assassin*
c. *Hitman: Agent 47*
d. *Hitman: Gun-Toting Psycho*

10. *Ratchet & Clank* : *Jak and Daxter* :: *State of Emergency* : ___________
a. *Twisted Metal: Black*
b. *NBA Street*
c. *Evil Dead–Fistful of Boomstick*
d. *Sly Cooper and the Thievius Raccoonus*

Answers:
1. b, 2. d, 3. d, 4. a, 5. d, 6. b,
7. c, 8. b, 9. c, 10. c

DATA STREAM

Causing Chaos

Capcom is developing a PS2 title called *Chaos Legion* that could be described as *Devil May Cry* meets *Dynasty Warriors*. Look for it next year.

Impossible Game

Infogrames and Paradigm are creating *Mission Impossible: Operation Surma* for the PS2. Take control of Ethan Hunt when it hits next spring.

Sega Classics

Sega of Japan has partnered with D3 Publishing, known for its budget games, to form 3D-AGES (read it backward—clever, huh?), a new company that will remake a lot of Sega's older titles for PS2 and release them for cheap. The first announced remakes are *Super Monaco GP* and *Fantasy Zone*.

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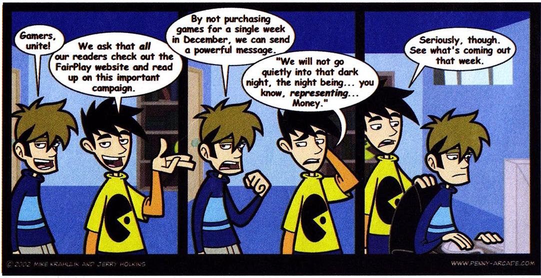
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Kidd Play

Jason Kidd is the consummate point guard. He passes with flash, knifes to the hole with style, shoots lights-out from the perimeter and finds time to pull down more rebounds than any other guard in the NBA. He's a triple-double waiting to happen (that's double digits in points, rebounds and assists, all in one game), and it's easy to make the argument that he should've won the NBA's MVP award last season (Shaquille O'Neal took home the prize instead). He's also the cover-boy for *NBA Live 2003*, which was all the reason we needed to chat it up with one of basketball's premiere players.

How far has the *NBA Live* series come since you've been playing?
It's amazing to see the facial expressions, for them to be right on with the speed and dribbling—and to see that Keith Van Horn's socks are high. The total control with the dribbling, using the right analog, is perfect. Technology has grown and EA Sports is right there with it.

What games do you play? And do you play with your son?
JK: I play *Madden* and I play *Tiger*. I love golf, and if I'm not playing well on the course, I just come home and play the game on PS2. As for my son, he's learning. Right now, he just pushes all the buttons and hopes for the best. He's only three years old, but he'll be better than I am in no time. He loves it.

You won the Rookie of the Year award in 1994. How far have you come as a player since then?
It's night and day. Maybe you can compare it to technology, how it grows each year and gets better and better. I hate to say my game has aged like wine, since you drink wine and then you've got an empty bottle. But I'm climbing the NBA mountain and I'm nearly at the top of it.

Do you have something from your youth that you'll never throw away?
I've got a jersey from elementary school. It looks like a UPS uniform: brown with gold trim. As a kid you'll put on anything.

If you could play one-on-one with anyone, ever, who would you choose?
I'd say Magic in his prime. There's another one, though: Pistol Pete [Maravich]. I've watched so much tape of him, and he was so far advanced. He was showtime. He gave Magic and those guys the ability to feed off what he did. Most people probably didn't know that, but he set the bar for that. I'd love to play him, because of the things he could do.

Who are some athletes you love to watch?
I like the match-ups. I like Randy Johnson against Barry Bonds. I love the competitiveness of the stars, having two A players clashing.

What's your favorite part of basketball: the scoring, the passing or the rebounding?
It changes between passing and rebounding. I love to rebound with the giants. I think being able to rebound as a guard is the ultimate thing. To be able to average over seven rebounds as a point guard, it's something I'm proud of. I just want to be a part of every play.

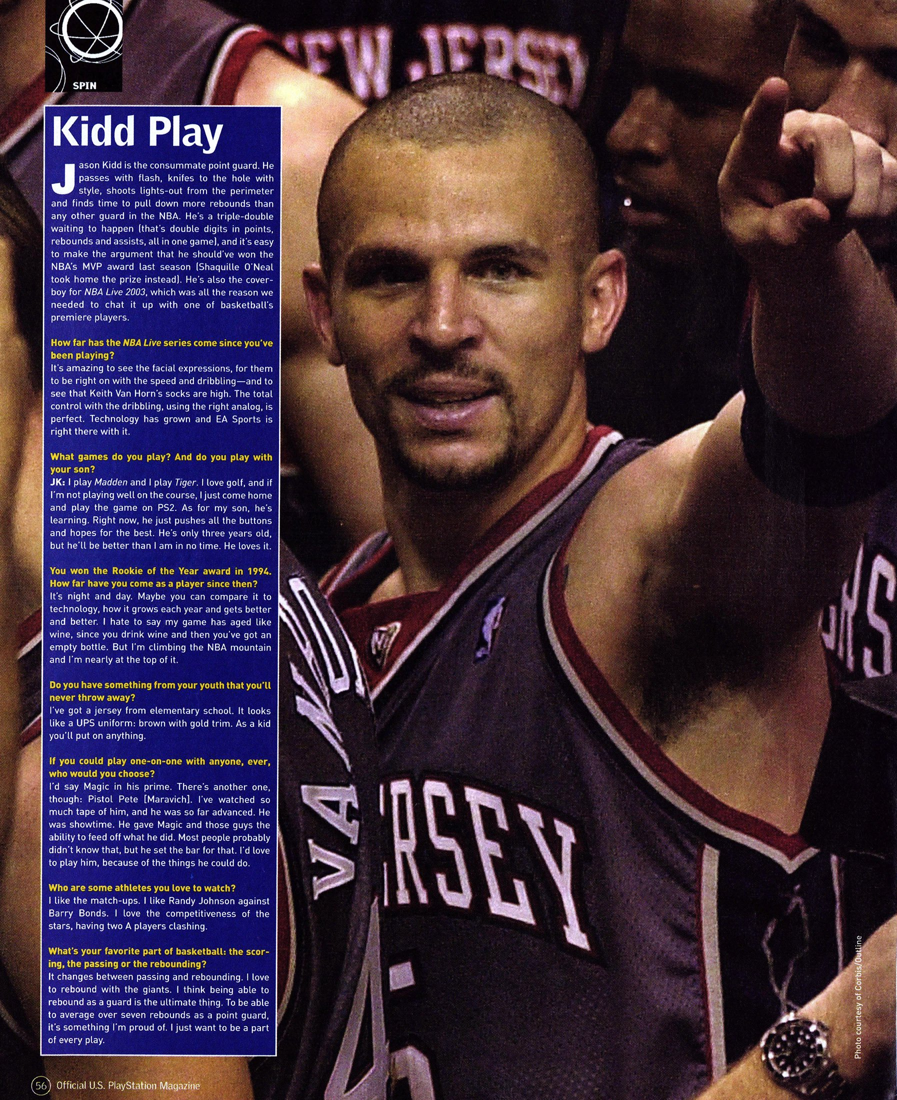
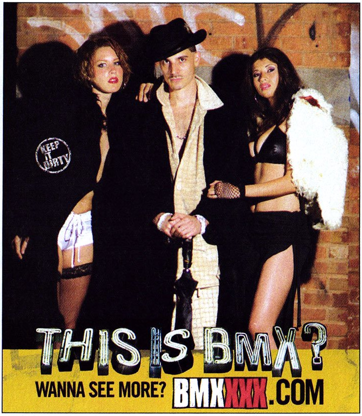


Photo courtesy of Corbis/Outline

THIS IS BMX?

What's up with BMX XXX? We grilled the guys behind it.



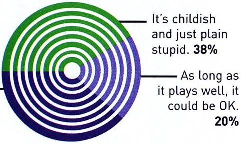
Just because *BMX XXX* is M-rated doesn't mean it's a mature game. Sure, it features profanity and naked breasts, but so do the worst films on Cinemax. What do the guys behind it have to say about that?

How did this idea come about?
Ben Fischbach, senior brand manager for AKA Acclaim: While we'd like to be able to chalk this idea up to countless hours of wild partying and other rock star activities, sadly, our inspiration was far more boring and simple: It made perfect sense.

***BMX XXX* just seems gratuitous. Could you respond to that?**
Alan Lewis, director of public relations: We chose to target the older gaming audience via mature humor, in the vein of *Animal House* and *American Pie*. What we're putting in the game has been done in films for the past 20 years.

You said this game features "immature humor for mature people." It's tough to be funny in a video game, but isn't subtlety right up there with cleanliness as a virtue?
AL: There's two kinds of funny: 1) Dennis Miller funny, which usually doesn't register with those who still live at home with their parents, refer to characters from *Star Wars* as "their friends" or consider message-board postings as a date; and 2) Ben Stiller funny, which actually goes under the premise that the people watching have had contact with real people—including members of the opposite sex. Movies like *Austin Powers*, *American Pie* and *Scary Movie* have grossed more than $250 million, while more refined films like *In the Bedroom* have grossed $35 million. Which have you seen?

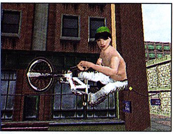
What do you think of BMX XXX?

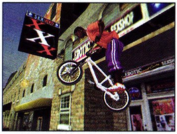


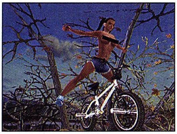
Source: Gamers.com poll

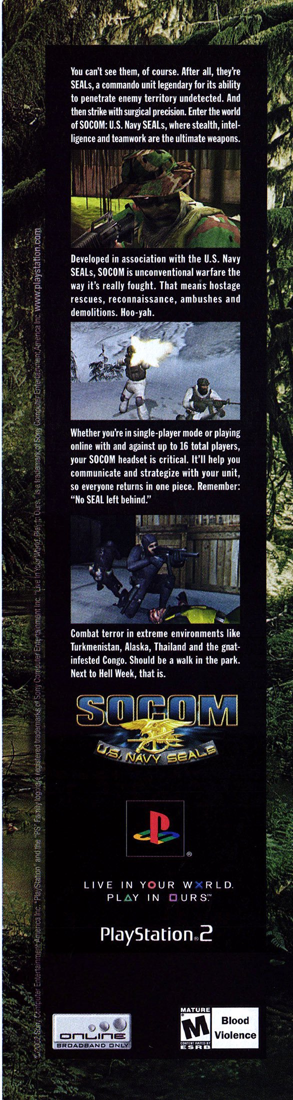
Obviously, everyone is looking for a hook in the crowded action-sports market. You've elected to put videos in your game of strippers actually stripping. Is this really the best hook that you guys could come up with?
BF: *BMX XXX* at its core is an amazing BMX game infused with humor. The strippers from Scores are a fraction of the game, and just scratch the surface of what players can expect. Unfortunately, our idea of Tony Hawk having sex with Lara Croft on a bike just didn't pan out—now that would have been a hook!

So you've never woken up late at night and thought, "Wow, this is an idea that got away from us—an idea that's funny to think about, but not something we should have gone through with"?
AL: No, usually it's just the thought of our shoot at Scores [the popular N.Y. strip joint featured in the game] that keeps us up at night.









You can't see them, of course. After all, they're SEALs, a commando unit legendary for its ability to penetrate enemy territory undetected. And then strike with surgical precision. Enter the world of SOCOM: U.S. Navy SEALs, where stealth, intelligence and teamwork are the ultimate weapons.

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PlayStation 2

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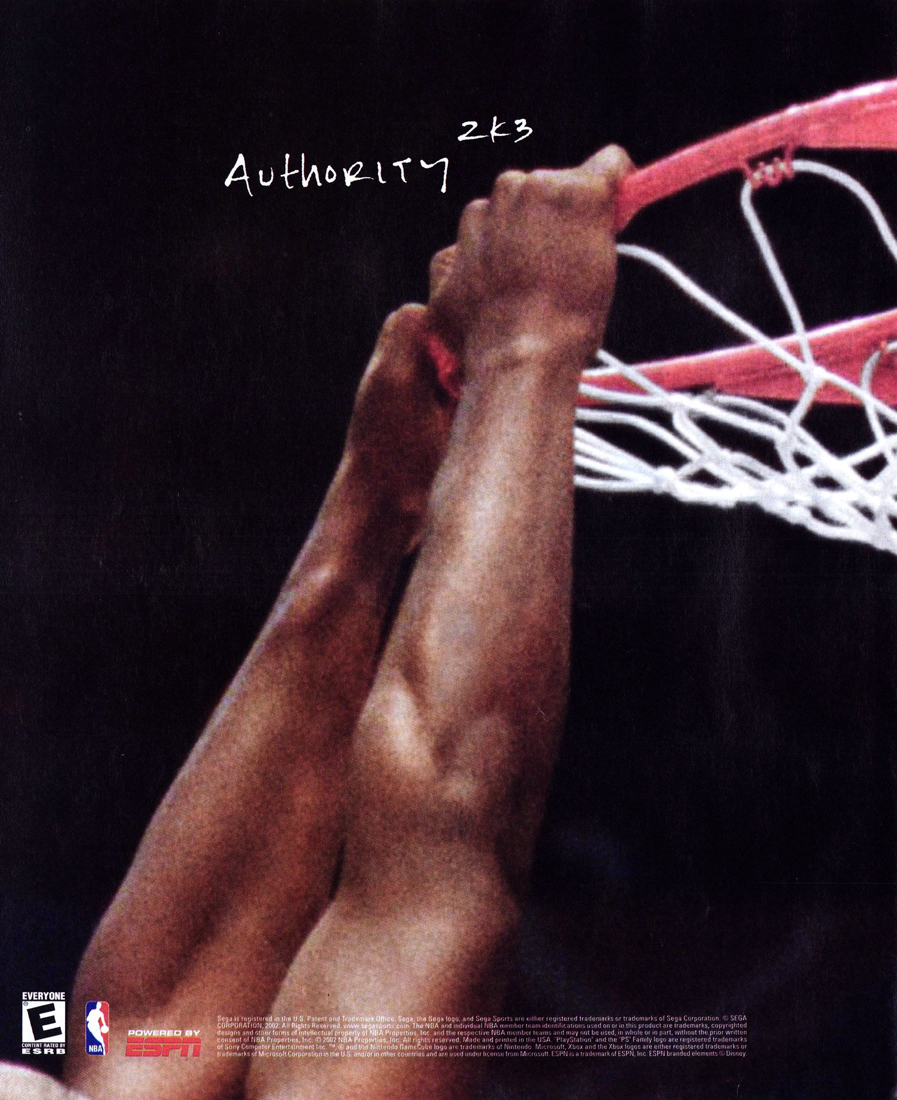

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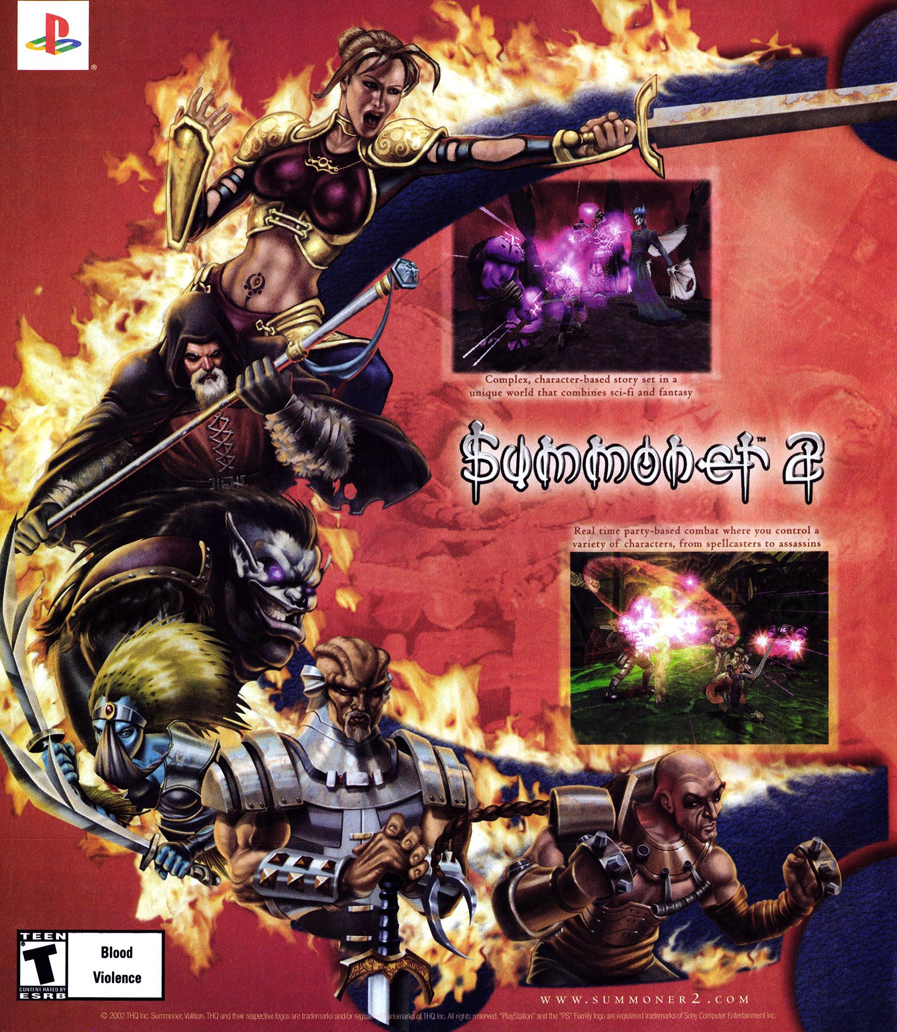

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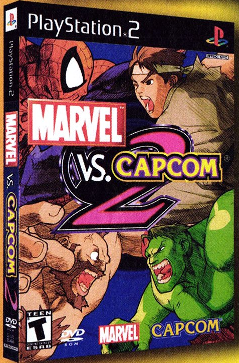

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Animated Blood
Suggestive Themes

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WINS 1
WINS 2

WINS 2
WINS 2
20HIT

NEW HERO
WINS 2
5HIT

PlayStation®2

where's Lara?

Arguably one of the biggest stars on PlayStation, Lara Croft has been strangely absent on PS2. Now, after a three-year wait, comes a new game trilogy and another movie.

No one would call Lara Croft delicate, but that's not stopping Core Design, her creator, and Paramount, her movie parent, from keeping a watchful eye over her. Movie studios and game developers don't always co-exist peacefully, but in Lara's case, they're making an effort. While Core and Eidos are releasing the sixth *Tomb Raider game, Lara Croft Tomb Raider: The Angel of Darkness*, Paramount is busy shooting *Lara Croft and the Cradle of Life: Tomb Raider 2*. Though both are independent productions with separate storylines and locales, each is trying to rocket its franchise up to the next level.

GAME STAR

Core did extensive market research for *Darkness*, including polling legions of *Tomb Raider* fans. "We looked at the market today and found it very different from when we launched the first game," says Adrian Smith, operations director at Core. The original game, Smith went on to explain, was aimed at the hardcore gaming niche, while today's model is more casual. But don't expect "casual" to translate into less ambitious gameplay; Core still plans to pack in a solid 20-25 hours of action. The big difference, though, is that Core has evolved the content so that it's now aimed at a wider and slightly more mature audience.

"*Darkness* will be the first of a trilogy based on a big story, and marks the start of a new foundation for Lara," says Smith—though he knows the pitfalls of tampering too much. "It's very difficult to change what Lara is about, so we changed the situation we put her into."

Here's the setup: After being falsely accused of ritual murder in the game's opening sequence, Lara is dragged into an epic struggle between the forces of good and evil that's been raging behind the scenes since the 1300s. Nothing less than the fate of the human race hangs in the balance, as Lara battles to prove her innocence, find a magical—and potentially deadly—series of paintings called the Obsura, and prevent a nasty collection of bad guys from unleashing Hell.

Bowing to fans' requests, *Darkness* features the first additional playable character, a maverick action-hero-type named Kurtis Trent who's on his own mission to stop the bad guys (known as the Cabal) from acquiring the Obsura paintings. He and Lara cross paths frequently, but in the last 20 percent of the game, players will be able to control Kurtis as he whacks his way through monsters and mayhem. They don't, however, lose touch with Lara.

Darkness also features a system of automatic upgrades that improve Lara's skills as gamers go through the levels. Basically, the more you put into the game, the more you'll get out of it in terms of better skills and moves.

Unlike other *Tomb Raider* games, *Darkness* has only two locales, Paris and Prague, with various levels in each. Dividing the game into thirds, Smith describes the first part as exploration and information gathering, as Lara chats with other characters (also something new). Part two is classic adventure gaming, and part three is focused on action—all culminating in the ghoulish Cabal stronghold in Prague.

MOVIE STAR

Smith also seems pleased with Paramount, especially now that *Cradle of Life* is in full production. In the massive 007 sound stage at Pinewood, exotic locales are being constructed for *Cradle*, while location shoots include Kenya, Greece, Wales and Hong Kong. On the set, there's a determination to right any wrongs of the first film. "Every scene has a much higher level and a much better level than the first movie," says director Jan De Bont (*Speed*, *Twister*), who admits he wanted to direct the first film.

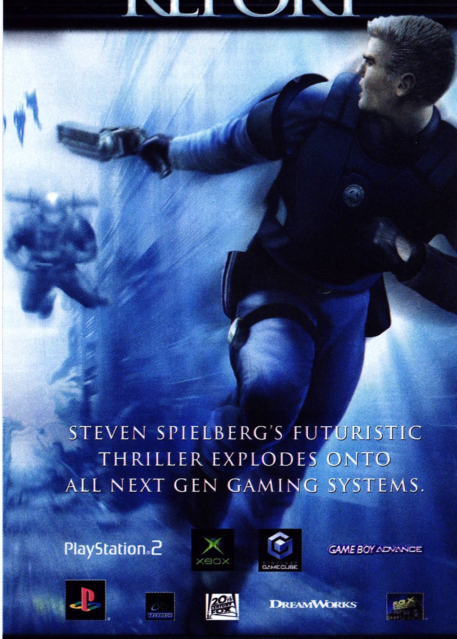
As for his star, Angelina Jolie, De Bont has nothing but high praise. "Angie is absolutely incredible to work with. I am truly astonished with how much she understands the character." De Bont promises an enthralling story, lots of action and a love interest for Lara, with whom she'll have "a really sexy scene." As to what he likes personally about Lara, he offers, "I hate women in distress. She is never in distress. She is always on top, and I want to keep her that way."

Cradle will not only be larger in scope and scale, according to producer Lloyd Levin (*Tomb Raider*, *Boogie Nights*), but darker, edgier and a lot more dangerous. Levin is also quick to point out that they're being careful with Lara's character and have "a great relationship and dialogue" with Core. "We ask them what they think, as the experts on Lara," Levin says. "If they didn't like anything, we'd respect that."

—Karen Jones

***Angel of Darkness* marks a new beginning for a darker, more mature Lara Croft**

MINORITY REPORT™



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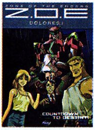


Zone of the Enders DVD
For *ZOE* fans who can't wait for *The Second Runner* to hit next spring, here's the perfect thing to tide you over: *ZOE: Dolores, i – Volume One*, the first season of the *ZOE* animated series from Japan, hits stores on Nov. 19. You can also pick up a copy of *ZOE - Idalo*, the *ZOE* animated movie, which is already out.

THE INSIDER

KIDS SAY THE DARNDEST … ER, SCARIEST THINGS

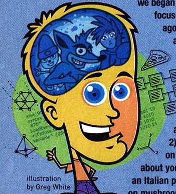


illustration by Greg White

Creating a game that everyone will enjoy isn't as easy as you'd think. As hard as it is for my ego to accept, most people just aren't like me. They have different tastes and stuff. So, in order to help ensure our still-unnamed title will appeal to the masses, we began the ever-fun process of focus-group testing. A few weeks ago, we had our first group. On a Saturday. With a bunch of hyper kids.

During this fascinating and terrifying experience, I learned two things: 1) Kids like pizza more than adults like money, and 2) Some kids are damn keen on violence. I don't know about you, but when I was that age, an Italian plumber-type guy jumping on mushrooms was all *I* needed.

"Can we kill these people?" a pasty-faced little angel asked as almost an afterthought while trying to punch the civilians that his game alter ego was sworn to protect. "Nope," I replied, "You're supposed to save them." You could almost hear the disappointment in his grunt of a response; meanwhile, I'm underlining the "Have all rescued people run the &*$% off screen" note that I hastily scribbled on my pad only moments before. Squeals of delight filled the room when the test group found out they could beat up cars, and they seemed fascinated by the way a taxi would rock back and forth each time a blow landed. "Can we steal these and run people over?" a voice chirped, and I added a few exclamation marks to the underlined sentence. "Where are the guns?" another asked. I swear, the whole room sighed in unison when I said there weren't any.

It wasn't all depressing, though; there were some great reactions to the game. The kids loved that they could cooperatively play together. (That is, of course, when they weren't complaining about not being able to kill each other. "Oh, we're gonna have a versus mode for that" seemed to cheer them up.) They also liked the enemy characters, and were thrilled by the look of the boss. "The Green Goblin!" one of them kept yelling, jumping up and down. After I carefully explained to the kid that the bad guy wasn't the Green Goblin, a few of his friends came into the room and listened with rapt attention as he proudly announced that he had just killed the Green Goblin.

Finally, it was over. The kids retreated to the main room to eat pizza, and I picked up my notebook and joked around with a few programmers who had braved this Saturday morning with smiles, but were now retreating into locked offices.

"This is the exact reason why I'm never having kids," one of them said. I think he was only half-kidding.

Ryan Lockhart (rlockhart@sevenstudios.com) is now secretly terrified of kids. And has promised that if he ever has any, his children will be raised on a strict diet of 8- and 16-bit games. With a little *Jak and Daxter* for dessert.

Tarantino Kills Bill

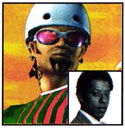
It's easily one of our most anticipated films of next year. Not only does *Kill Bill* mark the directorial return of Quentin Tarantino, but it promises to show Uma Thurman kicking ass. Lots of ass. After surviving a bullet in the head, Thurman sets out for revenge on her boss Bill (David Carradine) and his deadly squad of international assassins, played by Lucy Liu, Daryl Hannah, Vivica A. Fox and Michael Madsen.

But there's another reason we're excited about *Kill Bill*: It's also a future game coming from Vivendi Universal's Black Label Games division—a game for which Tarantino will be a creative consultant and will also provide exclusive footage for its development. Unfortunately, we'll have to wait a lot longer to play *Kill Bill*. The film hits theaters in October 2003, while the game should be out in spring 2004. At least it'll be just in time for the DVD release.

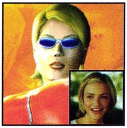
DREAM CAST

When it comes to characters with personality, look no further than the games under the EA Big label. We plucked the best talent from *SSX Tricky*, *NBA Street* and *Sled Storm*. While finding a script for these diverse personalities will be a challenge, casting them was not. We fancy this will be a high-octane, high-budget blow-up fest. One with a few laughs to boot.

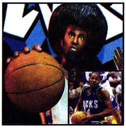
Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



Moby: Orlando Jones
Though he's not in the least British, Orlando's dope hair, keen style and big mouth make him a perfect fit for the role of *SSX Tricky*'s Moby.

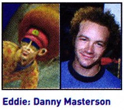


Elise: Cameron Diaz
What girl are you daydreaming about right now? Chances are it's Cameron Diaz, which is why she could emulate Elise's sass and beauty without fail.



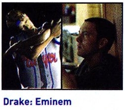
Stretch: Ray Allen
Though he'd have to work on his fro, Ray's role in Spike Lee's *He Got Game* proved that he could do more than make buckets for the Milwaukee Bucks.

Tracey: Alyssa Milano
Forget *Who's the Boss* and those silly 1-800-Collect commercials. We're ready to set Alyssa back on the road to stardom, and it all starts with Tracey.

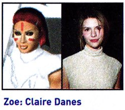


Eddie: Danny Masterson
The *That '70s Show* star is hair-ready to be Eddie.

Mac: Kieran Culkin
This brilliant upstart can handle Mac with ease.



Drake: Eminem
Once you see *8 Mile*, you'll see why we cast a rapper.



Zoe: Claire Danes
This belle can tackle Zoe's alterna-chic with class.

SLY AND SAVVY

5 questions with the Sly Cooper development team

1 Although *Sly Cooper and the Thievius Raccoonus* is a bit on the short side, it can last a lot longer if you chase everything down. But what are the incentives for doing so?

If you play purely the primary path, you can get to ending one, which is a nice, solid ending, and you're rewarded with some content from the Japanese version of the game. If you collect the clues and open the vaults, each will reward you with an additional power-up/move, and when you get the last vault open, you get the second ending to the game. Then there are the Master Thief sprints: For each one you complete, you get bonus commentary from the designers, artists and programmers here at Sucker Punch, something that people have reacted to really positively. And then, on top of it all, if you finish all of the above, you get to see the commercials, outtakes from the commercials and a behind-the-scenes making-of video. How's that for incentives?

2 Any secrets or overlooked tidbits that you can share with us? Anything you think the average gamer might miss that you'd like to turn him on to?

Oh, like any game, there are plenty of little things to notice, like the fact that the joysticks let you move around the heads during "binocucom" sequences, or that if you look carefully on the brick walls on the Muggshot rooftop, you might see some of the box-art from our previous game, *Rocket: Robot on Wheels*, and the graffiti is actually the initials of the staff here!

3 You've said the game is not "cel-shaded," but "toon-shaded." Explain the difference.

Animated movies, especially the classics, feature beautiful, painterly backgrounds with fairly simply shaded, outlined characters in the foreground. With *Sly*, we tried to make a real-time video game that looked like this, so we use a different rendering approach for the characters than we do for the backgrounds. Typical "cel-shaded" games will use a consistent look for foregrounds and backgrounds, which we really like, but it's just different than the approach we took.

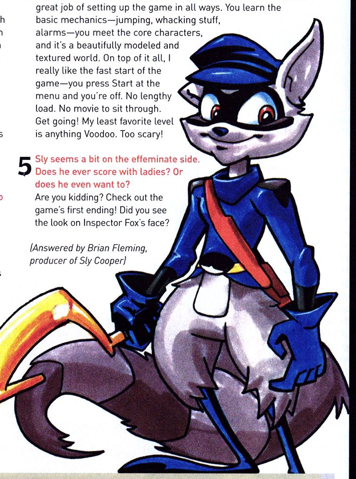
4 What's your favorite level, and why? Your least favorite?

I think my favorite is the very first level—in Paris. It does such a great job of setting up the game in all ways. You learn the basic mechanics—jumping, whacking stuff, alarms—you meet the core characters, and it's a beautifully modeled and textured world. On top of it all, I really like the fast start of the game—you press Start at the menu and you're off. No lengthy load. No movie to sit through. Get going! My least favorite level is anything Voodoo. Too scary!

5 Sly seems a bit on the effeminate side. Does he ever score with ladies? Or does he even want to?

Are you kidding? Check out the game's first ending! Did you see the look on Inspector Fox's face?

(Answered by Brian Fleming, producer of Sly Cooper)

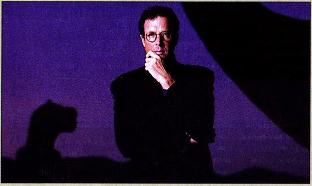


Sega Teams With Crichton

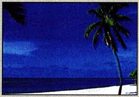
He's worked on books and movies that have later turned into video games, but now Michael Crichton is taking the next step: making a game of his own. Sega of America and Crichton recently announced a partnership in which the popular author will create and produce a game that the two hope will be ready by 2004.

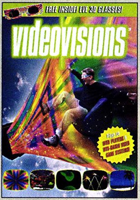
"Partnering with Sega, which has an extraordinary track record in the interactive entertainment industry, is an opportunity to create an amazing video game from the ground up," said Crichton. "I look forward to working with Sega's first-rate creative team."

Nothing has been revealed yet regarding what sort of game Crichton has in mind, but we'll be sure to keep you updated.



Michael Crichton photo by Jonathon Exley





Finally...a PS2 Screensaver

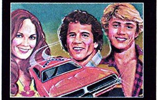
Looking for a new way to show off your fancy home-theater setup? Then check out *Videovisions*. This TV screensaver is a nifty thing to have running in the background at parties or while you're just lounging around on a Sunday afternoon. With a variety of backgrounds ranging from a fish tank to virtual beaches, and a Dolby 5.1 soundtrack, *Videovisions* seems worth the price (about the cost of your standard DVD). And, of course, it's fully compatible with your PS2. Coming from game publisher Conspiracy Entertainment, the DVD will hit stores like Sharper Image and Virgin Records in late November. Or you can find it online at www.conspiracygames.com.

DATA STREAM

More Gunslinging

Ubi Soft is revisiting the wild, wild west for *Gunfighter II*, a PS2 sequel to its PSone light-gun shooter of last year. Look for it by next summer.

Flukes of Hazzard



Ubi Soft has announced that it's working on a *Dukes of Hazzard* game for release on the PS2 next fall. Guess how *not* excited we are.

Great Escapations

Following the popularity of last year's *The Italian Job*, SCi has decided to do another adaptation of a movie classic: *The Great Escape*, this time for the PS2. Look for it next year.

Sammy-rai

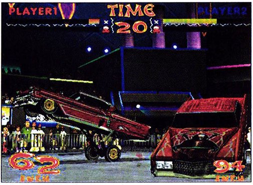
Sammy is working on a PS2 game based on the popular Akira Kurusawa film *The Seven Samurai*. We can only hope it'll play like Onimusha.

Monk Business

Another movie turned game! Empire has announced it's working on a PS2 game based on *Bulletproof Monk*, directed by John Woo and starring Chow Yun-Fat. Both the movie and the game are slated for release next summer.

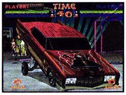
ONLY IN JAPAN

Lowrider
PCCWJ, PS2



As competition increases in that oh-so-crowded music game sector, the quest for finding an original spin on the tired genre drives developers into some rather questionable design decisions. Like this one, based on a solid staple of modern music: those ridiculous bouncing cars you always see in the background of any respectable rap video. Seems that someone at PCCWJ (or "The Developer Formerly Known As Jaleco" to you and me) thought it would be a really good idea to make a game based on those cars. Of course, they added some backstory and history to it all—apparently, this is based on the Japanese rendition of an American culture that was started in the 1950s by Mexicans—but this is really the ultimate title for all you Snoop-wannabes out there. Your job is quite simply to bounce the cars in time to the beat. That's the gist of it. Of course, there's more depth than that. Remodeling the car will allow for better performances. Adjusting the suspension settings will allow for bigger bounces. Painting the car will change nothing, but it sure looks cool. You can take on other cars one-on-one (or even a human opponent, if you can find one) in the Arcade Kings mode, but the Golden Days mode is far more interesting. This one starts you off with a car destined for the junkyard and follows your journey from the mean streets to the, er, meaner streets of Las Vegas, drawing bigger and bigger crowds at every show and customizing your ride for maximum performance. It's almost like the Gran Turismo mode in *GT3*, except without any racing.

Car Select
BUY



OTHER POPULAR GAMES IN THE HOOD

Grand Theft Auto 2 (PSone): *GTA3* may be all the rage, but *GTA2* was the one with full-on gangsta action. Make gangs wipe each other out and keep all the cash. Bling bling!

Rap Jam Vol. 1 (Sega Genesis): This was to *NBA Jam* what *Lowrider* is to *Beatmania*—an attempt to capitalize on a hot craze by throwing some music into the mix. Honestly, who thought a basketball game starring Queen Latifah was a good idea? (PS: There was no Vol. 2)

ToeJam and Earl (Sega Genesis): OK, so it's a got a bit more funk and, given its early 1990s roots, is distinctly uncool by today's standards, but you have to give mad propz to a game that allows you to just Jam Out and rap.

TURTLE POWER

The Teenage Mutant Ninja Turtles return to gaming

They're the world's most fearsome fighting teens. They're heroes in a half-shell and they're green.

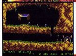
They're the Teenage Mutant Ninja Turtles, and late next year they're headed back to the gaming scene for the first time since 1994. Better yet, their future PS2 adventures are right back where gamers want them—in the hands of Konami. Last September, the same company responsible for the classic TMNT games of the early '90s reclaimed the license and will play a large part in a full-scale comeback led by a new cartoon series from 4Kids Entertainment. The show debuts this February as part of Fox's Saturday-morning lineup, the Fox Box.

"With Konami back as video game publisher and Playmates Toys continuing as master toy licensee," says Gary Richardson, CEO of Mirage Licensing (holder of the rights to TMNT), "we're excited to be working with the team that helped Mirage create the original success of the franchise. We can't wait to see samples of the new Konami TMNT video game on the big screen at E3 in May of 2003."

Neither can we.

NORTH STAR

You all know Rockstar North—formerly DMA Design—as the creator of *Grand Theft Auto* (a franchise that's now *five* years old, if you can believe it). But what you may not know is that it had a long and storied history prior to bitch-slapping its way into the hearts of PS2 fans with *GTA3*. From self-destructive lemmings to unusually mobile microchips, this developer has consistently pushed one envelope or another—and if it had as many misses as it did hits, well, no one's perfect. Let's take a look back at Rockstar North's "other" games.

	The Game	What Is It?	The Good	The Bad
	Ballistix 1989 PC	This game requires you to shoot balls across a playing field to knock a puck into your opponent's goal.	Super-fast action and a super-simple premise make for a mightily addictive experience.	The tabletop kid's game *Crossfire* was basically the exact same thing. Except *Crossfire* was cheaper.
	Blood Money 1989 Amiga, PC, C-64 (1990)	A side-scrolling shooter in which players destroy targets for money that's then used to buy power-ups.	The game sported flashy graphics and fancy sampled voices, in true Amiga high-tech fashion.	There wasn't really a whole lot beneath all those fancy graphics and sound effects.
	Lemmings 1991 PC, Atari Lynx (1993), Phillips CD-i (1995)	The goal: Guide the suicidal little buggers to an exit without getting too many killed. Just try to turn it off.	Charming, interesting and addictive, this simple-but-deep puzzler became a worldwide phenomenon.	Some of the later levels were excruciatingly hard. The console versions were also kinda tough to control.
	Hired Guns 1993 Amiga, PC	A first-person, futuristic, multiplayer RPG, *Hired Guns* was innovative on a number of levels.	The game had great graphics and sound, and a badass cooperative multiplayer mode.	The rigid step-and-turn movement could prove frustrating, especially in outdoor environments.
	Holiday Lemmings '94 1994 PC	This was basically a collection of holiday-themed levels for what had become an international blockbuster.	Well, you can't beat a bunch of new levels for a game you love.	Still, it was basically the same game, just with more snow. And reindeer.
	Lemmings 2: The Tribes 1995 PC, Super NES	More new levels (120 in all!), and a tad more of an overarching story involving bits of a broken talisman.	See above.	The talisman thing didn't really have much of an impact on the game itself.
	Body Harvest 1998 Nintendo 64	Part survival horror, part 3D adventure, part driving game, part strategy and part RPG. Whew!	Piloting the varied vehicles from multiple time periods was a blast.	The graphics were old-school, N64-style: foggy, blurry and overly simple.
	Space Station: Silicon Valley 1998 Nintendo 64	A 3D free-roaming adventure on the N64? How shocking! This one starred an ambulatory microchip.	The idea of possessing different "hosts" was intriguing, as was the overall premise.	It suffered many of the same issues as most other N64 free-roamers: lots of fog, graphics and camera issues.
	Wild Metal Country 1998 PC	You pilot one of five tanks in this third-person shooter, blowing up all sorts of mechanical baddies.	Great graphics and ultra-simple gameplay made for fast action, especially in multiplayer mode.	The single-player mode had a tendency to get repetitive after awhile due to the lack of gameplay depth.
	Tanktics 1999 PC	This odd real-time strategy requires you to frantically scrounge parts in order to build powerful tanks.	Four time periods provide all sorts of odd parts for tank construction, including...sheep?	No multiplayer mode and so-so graphics made it hard for this one to stand out from the RTS crowd.
	Wild Metal: Reclaim the Future 2000 Dreamcast	A game that was somewhat cutting-edge on the PC became a bit dated on the Dreamcast.	The game boasted slick controls and some serious aiming strategy (think *Scorched Earth*).	The graphics were far behind what the Dreamcast was pumping out at the time.

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Trotting the globe this past month, I've got gossip from the farthest reaches. If there's stuff happening in the Far East, or in the cold, wet highlands of my home country, I'll get a whiff of it.

PLAYSTATION 3 AND BLU RAY

Word has it that PlayStation 3, currently tracking for a 2005 release, will be based around Sony's new "Blu Ray" disc technology (so called cuz the laser used is blue, not red). This amazing new media format (intended as an alternative to DVR or DVD-RAM technology) was recently shown at Sony's big Dream World event in Japan, and wowed the crowds with its extreme cleverness. Boasting so many funky features that you'd think it was transported here from the future, the discs are capable of storing the equivalent of 15 hours of VHS-quality video with full Dolby Digital 5.1 sound. In terms of how big of an improvement they are over DVDs, the first discs released for the format hold 24GB of data (DVDs hold 4.8GB) and later discs will hold as much as 36GB.

Sony, as ever, is coy about applications beyond the original stated purpose, but it's clear that PS3 is no longer going to be the "set top box" that Ken Kuturagi originally envisioned, where all data is pulled from a broadband connection. To accommodate the insane amount of data that the new hardware format will require, something more impressive than DVD is necessary, and this, I'm assured by insiders, is where the Blu Ray stuff comes in.

PS3 info is starting to emerge more and more at the moment, and I've heard that the tech-heads at Sony are showing early specs to key partners right now. Rest assured, I'll keep you posted whenever I hear anything.

> **"It's clear that PS3 is no longer going to be the 'set top box' that Ken Kuturagi envisioned."**

STATE OF EMERGENCY—AGAIN

With Rockstar's primo franchise now winging its way to every sane PS2 owner in the land, questions are no doubt already being asked like, "What are they going to do next?" In the spirit of history repeating itself, it seems that we're soon to be treated to a sequel to the monstrously successful *State of Emergency*. Vis Interactive is apparently beavering away on it as we speak, and rumor has it among my contacts in the U.K. that the initial design meetings on the game included the brief "let's make sure this one isn't crap." Still, given that more than 10 times the number of you bought *SOE* than *Ico*, clearly quality isn't necessarily at the top of your list of reasons to buy video games.

I'M A ROCKSTAR GAMESPY, BABY

Rockstar recently announced a partnership with GameSpy to work on online multiplayer games. At last! The prospect of an online *Grand Theft Auto* creeps even closer. As I've mentioned in the past, there's been a project on the back-boiler at DMA (I can't get used to calling them Rockstar North yet) for the last three or four years, called *Crime Online*. Originally it was thought that this would be an online element of *GTA3* for the PC, but as we've already seen, that isn't the case. Perhaps a massively multiplayer game is in the cards? Let's hope so.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

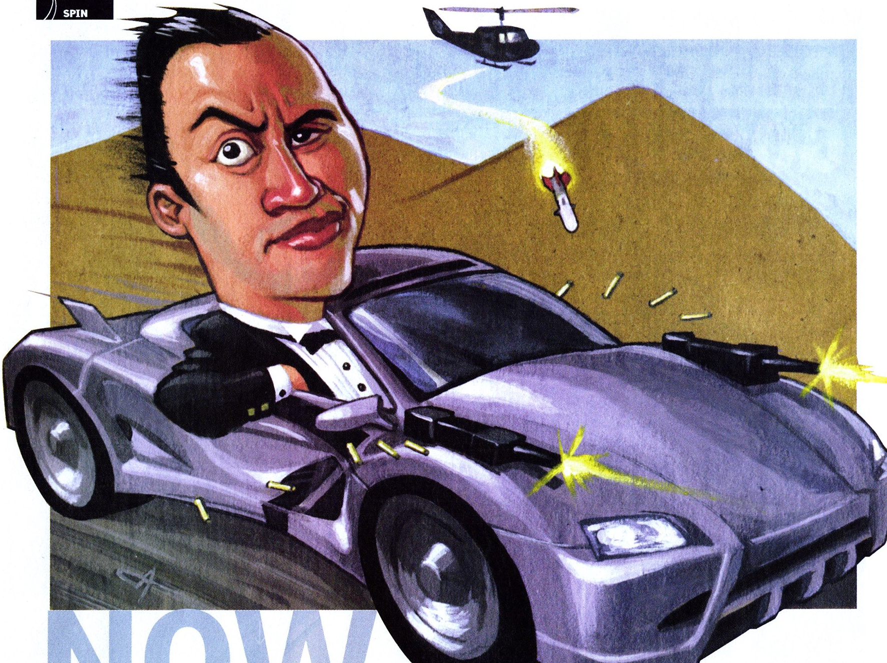
clish_maclaver@ziffdavis.com

Look out for me on AIM, too—my buddy name is OPMClish.

BITS AND BOBS

Sounds like Capcom just can't resist doing sequels, as the follow-up to *Auto Modellista* is already in development. • Despite dragging their heels on getting *Tomb Raider* out the door, the guys at Core have also been busy doing a new *Fighting Force* game for PS2. Why? We have no idea. Perhaps they don't listen. • Strider is the next retro game to get modernized. Think *Rygar*, think *Shinobi*, think running around and hitting stuff. • Speaking of Rygar, we won't have to wait 20 years for another sequel. *Rygar 2* will be out next fall. • SCEI is working on a game called *Blue Squad* that's described by insiders as "*SOCOM* in space." Sounds cool to me!

DISNEY
SQUARESOFT
YOU NEVER KNOW
Attack
Magic
Items



NOW PLAYING

These days, all of Hollywood is looking for the next Lara Croft. And why not? She's smart. She's stunningly sexy. And she's worth a bundle in movie-ticket and franchise sales.

By John Gaudiosi

Although movies based on video games have had more failures than successes (who can forget *Street Fighter: The Movie*, *Wing Commander* and *Super Mario Bros.*?), hits like *Tomb Raider* are keeping Hollywood's hopes high for another international crossover franchise.

In Hollywood production circles, video games are the new comics, and producers are scrambling to stockpile the movie rights to potential game hits, looking to create the next big-screen *Resident Evil.* With worldwide game sales ($21.6 billion, according to San Francisco research firm International Development Group) beating out worldwide box office sales in 2001 ($17.5 billion, according to *The Hollywood Reporter*), Hollywood's young producers see interactive entertainment as a big key to a film's global success. Currently, over a dozen games are headed to the big screen, with even more deals in the works. Some of Tinsel Town's hottest producers—like *Spider-Man*'s Laura Ziskin, who nabbed the rights for Eidos' *Deus Ex* sci-fi action game—have jumped into the fray.

"Hollywood is recognizing the creativity of game makers, and that hit game franchises have a built-in audience of millions of consumers around the globe," says Peter Moore, president of Sega of America. "I saw more Hollywood tie-ins at E3 than ever before, and I think that's just the beginning."

Symbiotic relationships between movies and games can mean big bucks for everyone involved. "What we're doing with Mindfire [Entertainment] on the movie front will help broaden our audi-

SPY HUNTER

"We're going to draw from the spirit of the next-generation game, but tailor it to The Rock and his unique personality. *Spy Hunter* is the ultimate realization of a spy film. We'll bring the Interceptor car and all the cool vehicles and spy gadgets from the game to the big screen."

ence for games like *House of the Dead* and *Crazy Taxi*," says Moore. And it's not such a bad deal for filmmakers, either, who benefit from an evolving game industry offering richer and richer content—and stronger and stronger brand recognition.

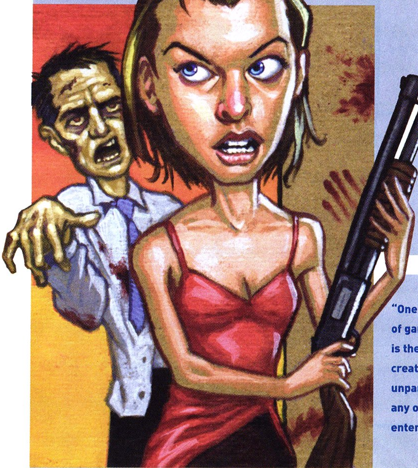
"Video games are more sophisticated today. They're more like movies," says Mark Altman, president of Mindfire Entertainment, which holds the rights to Sega's *House of the Dead* and Tecmo's *Dead or Alive*. "I think the success of *Tomb Raider* had [a lot] to do with Angelina Jolie and her breasts...but the brand does go a long way. Because *House of the Dead* was a successful game, it helped us get the movie made."

With the *House of the Dead* movie in the can and ready for an early 2003 release, Altman is writing the script for the first of two planned sequels. This low-budget horror franchise served as the perfect stepping stone for Mindfire on the video game side, since its next project, based on Tecmo's *DOA* fighting franchise, will have a $40 million budget when it begins filming early in 2003. Mindfire is working closely with Tecmo's Team Ninja on the direction of the film. The company has also snapped up the rights for a big-screen version of Sega's *Crazy Taxi* (*Lethal Weapon* director Richard Donner let his option expire). Altman sees the movie, which could head into development in 2003, as *The Fast & The Furious* meets *It's a Mad, Mad, Mad World.*

"We are aggressively pursuing titles to add to our slate and developing them with $10 to $30 million budgets in mind, knowing that you can do quality for a price," explains Altman. "We're also working very closely with the video game developers to exploit the potential synergy by putting our trailers on their game, providing film footage for the games and using game scenarios and images in our films. We've been fortunate to have the incredible cooperation of companies like Sega and Tecmo."

■■■

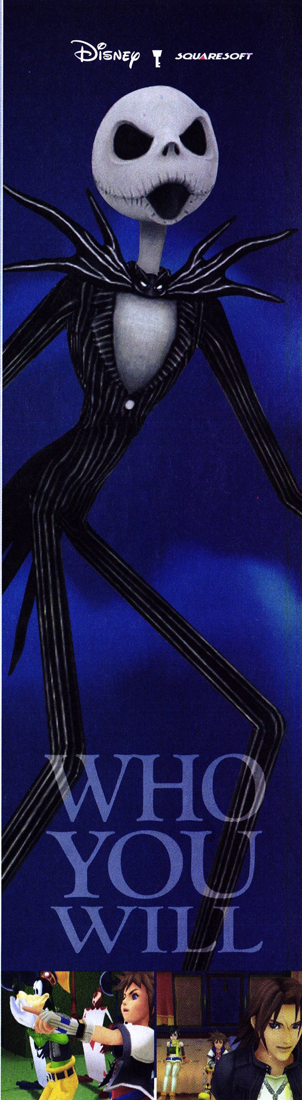
Even celebrities are starting to see games as good fodder for potential roles. Dwayne "The Rock" Johnson, an avid gamer, is the latest star to make the jump to a game-based property, *Spy Hunter*. Johnson has signed on to star as Alec Sects, a former fighter pilot and racecar driver whose career takes an unlikely turn when he's recruited



RESIDENT EVIL

Illustrations by Colin Adams

"One of the benefits of game designers is their ability to create universes unparalleled by any other form of entertainment."



DOOM

John Wells and Lorenzo di Bonaventura will produce the big screen *Doom* movie for Warner Bros. The movie, which will have a PG-13 rating, will have to tone down the subject matter of *Doom III*, which will be the basis of the screenplay—on a Mars research base, a laboratory experiment opens the gates of Hell. While Hollywood has been playing hot potato with the idea of a *Doom* movie for years (once with Steven Spielberg attached), this time, it looks like it will actually happen. To show its commitment to the project, WB has given itself 15 months to get the movie filming, or else the rights will go back to id Software.

"Game companies are coming out with riveting stories and interesting characters that really lend themselves to movies."

by the FBI and trained in international espionage. He's then snapped up by the International Espionage Services as a member of the Spy Hunter team.

"We're going to draw from the spirit of the next-generation game, but tailor it to The Rock and his unique personality," says Chuck Gordon, president of Daybreak Productions, which licensed the game from Midway. "*Spy Hunter* is the ultimate realization of a spy film. We'll bring the Interceptor car and all the cool vehicles and spy gadgets from the game to the big screen."

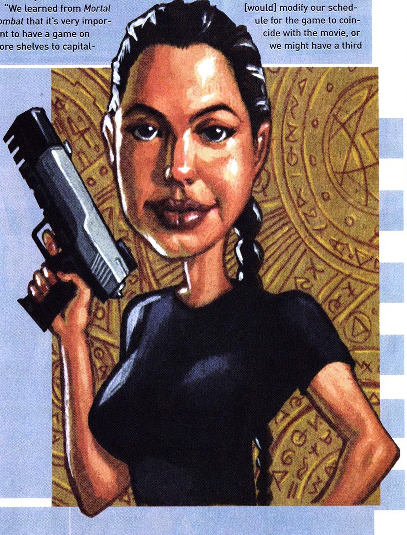
While the movie will follow an original story line, it will feature Sects as the hero and Daemon Curry as his archenemy. Curry, if you remember from the game, is the president of Nostra International, and is fairly predictably bent on world domination. As in the games, these two will use the latest technology to battle it out on land and water. The reported $100 million movie (based on Midway's update of the 1983 arcade classic) is expected to hit theaters courtesy of Universal Pictures as early as 2004—and sequels are part of the deal, since just like *Spy Hunter* the game, *Spy Hunter* the movie was pitched as a franchise.

That follows the lead set by *Mortal Kombat* and *Tomb Raider*. After all, the benefits of saturating the market aren't lost on anyone involved.

"We learned from *Mortal Kombat* that it's very important to have a game on store shelves to capitalize on the film's release," says Michael Gottlieb, producer of the *Spy Hunter* franchise at Midway. "*Mortal Kombat III* came out at the same time as the first *Mortal Kombat* movie, and it was a huge success. Ideally for us, the film [would] come out at the same time as the *Spy Hunter 2* video game, which is currently slated for fall 2003. We [would] modify our schedule for the game to coincide with the movie, or we might have a third

TOMB RAIDER 2

Angelina Jolie is back in Paramount's *Lara Croft and the Cradle of Life: Tomb Raider 2*, set to be released July 25, 2003. The 20-week shoot includes locales in Hong Kong, China, Africa, Wales and London's famous Pinewood Studios. Lara's new adventure pits her against an evil Chinese crime syndicate led by crime lord Chen Lo. And she has company this time around, as Gerard Butler (*Reign of Fire*) plays former lover Terry Sheridan and Chris Barrie plays her butler. ■ ■ ■ *Tomb Raider 2* sends our once-virtual vixen on a global scavenger hunt for Pandora's Box. Director Jan De Bont (*Speed*, *Twister*) is overseeing the big-budget sequel, which features an original story from producer Lloyd Levin and production designer Kirk Petruccelli that ups the action quotient while focusing more on story and character development. Dean Georgaris wrote the script, which offers a much bigger adventure for Lady Croft's second outing. ■ ■ ■ "Movies and video games continue to merge as complimentary forms of entertainment," says Levin. "*Tomb Raider* proved that a game could be successful on the big screen. The degree of separation between movies and games is moving in the direction that one day they will be indistinguishable. Game companies are coming out with riveting stories and interesting characters that really lend themselves to movies."



game ready by that time."

Paying attention to the game fans has certainly paid off in the case of *Resident Evil*. The first *RE* movie topped $100 million worldwide, opening at No. 1 in every territory. Writer/director Paul Anderson has completed the script for *Resident Evil 2: Nemesis*, which will pick up where the first one left off and weave an original story that occurs during the same time frame as the third game.

Anderson believes the almost-rabid support of gamers for beloved titles can help ensure that the jump to the big screen is well done. "The first thing we did when we got the license for *Resident Evil* was fly to Japan and meet with game creator Mikami," he says, "because we know this is his baby and we didn't want to do anything that would hurt the game franchise. I'm a fan of the games, and I have a lot of friends who love video games, so if I make a movie that doesn't appeal to gamers, I'll hear about it."

"Video games will affect the narratives and settings and design in film just as film has influenced games," says Jeremy Bolt, president of Impact Pictures, which produced *Resident Evil*. "Video games will be a rich source of material for movies because they have a built-in audience, but they will also be an extension of the movie-going experience, as with Activision's *Spider-Man* game."

Game creators are also having a bigger effect on film and TV simply because a generation of talent has grown up playing games. Just as older movies impact new movies, video games have taken hold of Hollywood's creative types—even if it's on a subconscious level.

"One of the benefits of game designers is their ability to create universes unparalleled by any other form of entertainment," says Mikkel Bondesen, producer of *Return to Castle Wolfenstein*, which Sony Pictures hopes to release in summer 2004. "Not only do games provide deep characters and amazing universes, but games have a worldwide audience of followers who would be interested in seeing a movie. *Wolfenstein* is a wonderful brand that has a huge following and should translate well into a film franchise." (Bondesen pitched the WWII sci-fi movie to Sony as *Where Eagles Dare* meets *The Mummy*. Rick Wilkes, who wrote *XXX*, is developing the screenplay for the effects-heavy movie.)

At least one game designer has already positioned himself with one foot in games and another in Hollywood. American McGee—whose *Alice* PC game is still slated to be produced and directed by horror master Wes Craven—is creating a new game that does for the *Wizard of Oz* what *Alice* did for *Through the Looking Glass*.

"With *Oz*, I wrote the film treatment for the movie, which we hope to have in development and released in conjunction with the game's 2004 debut," says McGee, president of Carbon 6. "As a game creator, it's important to focus on the creative content of the game and make sure that any movies or other licensing opportunities enhance the game and the franchise."

Game Movies in Development

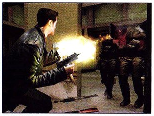
Over a dozen games are headed to the big screen, with even more deals in the works. Some of the more notable include:

AREA 51

Another Midway property in early development, *Area 51* has been optioned by Stan Winston's production house. The Hollywood monster effects wizard is pulling double-duty here: He's designing the creatures for the game and also expanding the property for the big screen.

"Obviously, *Area 51* has a built-in fan base," says Winston. "There's the original game and the new one we're working on. There's also a built-in mystique about the 'real' Area 51. We all want to know what's going on out there in the desert. In the movie, we're going to find out.

"It's great to be able to take the big concepts from a game and come up with the best way to convey that as a cinematic story."



MAX PAYNE

Dimension Films and Collision Entertainment are readying a big-screen version of Rockstar's *Max Payne*. Shawn Ryan, creator and executive producer of *The Shield*, is writing the script that will transport the Mature-rated game to the big screen. The R-rated movie will be set in New York's seedy underworld and will closely follow the game's plot.

"Everything was tailored for *Max* to hit the big time," says Scott Miller, CEO of 3D Realms, one of the game's developers. "Most developers and game publishers don't put a strong focus on characters like they should, but we took a different tact with *Max*. We feel that, with Collision's creativity and expertise, we have the next great movie anti-hero on our hands."

IN PROGRESS

▲ *Deus Ex* (Eidos)
Tomb Raider 2 (Eidos)
House of the Dead (Sega)
Crazy Taxi (Sega)

▲ *Dead or Alive* (Tecmo)
Max Payne (Rockstar)
State of Emergency (Rockstar)
Resident Evil 2 (Capcom)
Alone in the Dark (Infogrames)
Duke Nukem (3D Realms)
Nocturne (3D Realms)

▲ *Return to Castle Wolfenstein* (id Software)
Spy Hunter (Midway)
Area 51 (Midway)

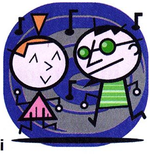
▲ *Mortal Kombat III* (Midway)
Crimson Skies (Microsoft)
Resident Evil (Capcom)
Perfect Dark (Rare)
Alice (American McGee)
Oz (American McGee)
Shadowman (Acclaim)

IN DISCUSSION (NO DEALS HAVE BEEN SIGNED YET)

Metal Gear Solid (Konami)
Silent Hill (Konami)
Driver (Atari)
Half-Life (Sierra)
BloodRayne (Majesco)
The Getaway (Sony CEA)
Tom Clancy's Splinter Cell (Ubi Soft)
Eternal Darkness: Sanity's Requiem (Nintendo)

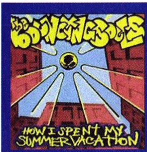
DISNEY
SQUARESOFT
RUN INTO NEXT

SOUND STATION



By John Scalzi

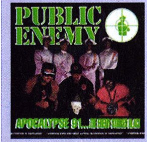
Are you ready? This month's discs are just a small selection of the amazing (and huge: 30 tracks!) sound track for *Tony Hawk's Pro Skater 4*.


The Bouncing Souls
How I Spent My Summer Vacation

The Bouncing Souls: *How I Spent My Summer Vacation*

"Happy, bouncy punk" should be a contradiction in terms, but in this case, it isn't. This is real punk, not Sum 41-esque pop-punk, which means it's fast, sloppy and without that shiny, radio-friendly sheen. Inside, you'll find some surprisingly deep touches. I particularly like "True Believers," which is exactly what "In My Life" would have sounded like if the Beatles had grown up on Sex Pistols and Rancid instead of skiffle and Elvis. It's not especially deep, but not everything has to be.

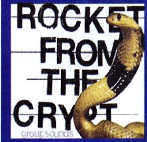
Final Score ●●●◖


Public Enemy
Apocalypse 91... The Enemy Strikes Back

Public Enemy: *Apocalypse 91...The Enemy Strikes Back*

The final chapter in Public Enemy's great trilogy of albums (along with *It Takes a Nation of Millions to Hold Us Back* and *Fear of a Black Planet*) cements their place as the greatest rap group ever, and one of the bands that *matters*, period. Chuck D tears into it with message track after message track, slamming down hard on the people, institutions and things that screw with black America—including black America itself. If only everyone with a message to send did it as well as this.

Final Score ●●●●◖


Rocket From the Crypt
groupsounds

Rocket From the Crypt: *Groupsounds*

Loud, baby, loud. Rocket From the Crypt lives up to their name with a galloping brand of bristly guitar rock that has a gothic feel to it—and that's "gothic" as in "slightly decrepit and grandiose," not "exceptionally pale and wearing black fingernail polish." *Groupsounds* builds, picking up speed through early tracks like "Carne Voodoo" and building up a head of steam in "Dead Seeds" and "This Bad Check is Going to Stick" before slamming on the brakes with the moody opus "Ghost Shark." That one's a buzz killer. Until then, though, it's full speed ahead.

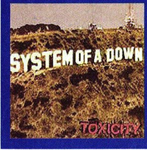
Final Score ●●●◖

Run DMC
Raising Hell

Run-DMC: *Raising Hell*

Remember when I said that Public Enemy is the greatest rap group ever? Well, they are. But Run-DMC could be the most *important* rap group ever, in that with *Raising Hell*, they jammed rap into the public consciousness, making it safe for the "mainstream" (we all know what that means, don't we?) without compromising street credibility. Their crossover cover of "Walk This Way" got them through the door—and resurrected Aerosmith's career—but slammers like "It's Tricky" and "My Adidas" kept the door wide open. *Raising Hell* still does.

Final Score ●●●●●

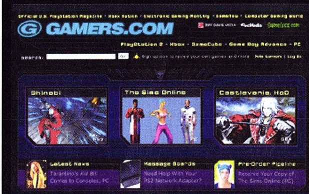

System of a Down
Toxicity

System of a Down: *Toxicity*

Normally, I'm not a big fan of albums that sound like the same grinding song done for an hour, with a few seconds of silence thrown in now and again to imply a change in track number. But for System of a Down, this concept seems to work. *Toxicity* is just like getting your ears washed out by a humorless bleeding-heart wielding a metal scouring pad—in this case, singer/lyricist Serj Tankian, who snarls out lyrics about the loser U.S. drug policy *and* loser drug addicts with songs about each. It could be a drag if you had time to think about it, but you don't.

Final Score ●●●◖

John Scalzi has been reviewing music since Public Enemy was just a James Cagney flick. Get his take on the latest independent music at www.indiecrit.com. It's just his way of saying, "Fight the power!"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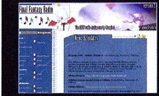
Bookmarks

www.gamers.com
There's, like, a million bytes (or more!) of gaming info here, including the site for the mag you're holding in your hands and our delightfully piquant message board. You can check it out any time you like, but you can never leave.

fairplay-campaign.co.uk
Are video games a ripoff, as this site claims? Depends on your point of view, really. But if you're tired of shelling out 50 bones a pop, here are some other folks who think video game pricing is a crime. Fight the Man!


Final Fantasy Radio
News & Updates

www.ffradio.net
Oh, yeah! Streaming audio of the soundtracks to all (yes, *all*) of the Final Fantasy games—plus a heaping helping of other choice game music to keep you bathed in RPG music glory all day and all night.

www.popcultmag.com
A great site for fans and critics of pop culture alike. Be sure not to miss the "Bottom Five" series, where the brutal writers lambast the most embarrassing elements of today's popular lifestyle, or the Web Site of the Week archive.

www.gamestudies.com
Their mission is "to explore the rich cultural genre of games; to give scholars a peer-reviewed forum for their ideas and theories; to provide an academic channel for the ongoing discussions on games and gaming."

www.karber.net/textbased/pong
What if, back in the day, text-based games and graphics-based games had never diverged? Could this have been the result? Probably not, but it's still pretty funny.

www.edible.com
It's called "Edible," to avoid the understandable confusion that might result from looking at the "foods" they offer. Explore such delicacies as smoked cobra, worm crisps and toffee scorpion ("containing a real edible scorpion!"). Yummy!

You Have One PRIZE Waiting!

www.mohsye.com
We have no idea what the name means; all we know is that they have some truly delightfully twisted Shockwave games on tap. Plus, many of them feature monkeys! Our favorite: monkey curling. Just try to resist.

www.rathergood.com/vikings
We featured rathergood.com in this section a few months back, but they've really outdone themselves with this touching tribute to Led Zeppelin. And Vikings. And cats. Or are those bunnies?

www.conceptlab.com/simulator
Think your life could use a little excitement? It could be worse. Imagine if the great choices of your day were which clothes to wear and which cereal to eat. Wait, you don't have to imagine! Someone's done it for you.

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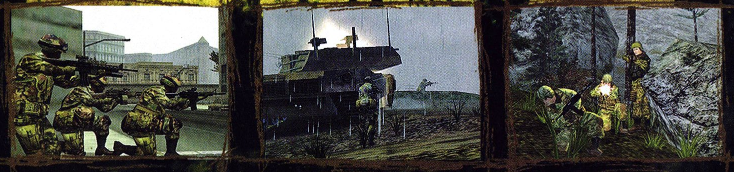

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DVD REVIEWS

by John Scalzi

SPIDER-MAN

(Tobey Maguire, Kristen Dunst)

Spider-Man was this summer's Big Summer Film (even beating out *Attack of the Clones*, which no one expected), and it did it by being surprisingly small: Yes, there's a ton of action and great scenes of Spidey zipping through the Big Apple and slugging it out with the Green Goblin. But the film also took the time to develop the characters, especially Maguire's meek geek Peter Parker and Kirsten Dunst's smarter-than-expected Mary Jane. The payoff is that you actually care about them. By extension, the film's more than a few hours of seizure-inducing flashing lights and noise—basically, it's a better brand of super-hero film. The DVDs come packed, with not only the usual commentaries and production documentaries, but also "pop-up" production comments and historical facts, Maguire's screen tests, videos from Sum 41 and Chad Kroeger, and a nifty feature that allows you to record your own commentary track. Cough up for the Collector's Edition and you also get the *Stan Lee's Mutants, Monsters and Marvels* DVD (a 90-minute documentary featuring Lee and Kevin Smith, with its own set of extras), a comic book, a lithograph and a cel from the film. My spidey sense is all a-tingle.

Movie Score: ●●●●
DVD Extras Score: ●●●●●

BABYLON 5 COMPLETE FIRST SEASON

(Michael O'Hare, Claudia Christian)

The RC Cola to Star Trek's Coke, *Babylon 5* was a funky take on the whole space-opera genre: Creator J. Michael Straczynski actually had a five-year plan for the series, so the thing didn't just wander aimlessly like many sci-fi shows do. Be that as it may, the first season is comparatively weak, with a stuffy lead (Michael Sinclair) and a bunch of mediocre episodes. It's not until the final episodes of the season that things kick into gear. But if you want to be able to follow the rest of the series, you have to wade through these first. Straczynski is on hand for an intro and commentary, and there's also a "making-of" documentary.

Movie Score: ●●●
DVD Extras Score: ●●◖

BAD COMPANY

(Anthony Hopkins, Chris Rock)

Hopkins is a CIA agent on the trail of a missing nuke; Rock is the streetwise hustler he picks to help him get it back, on account of Rock's character's identical twin brother was Hopkins' partner, but now he's dead, and... well, no point trying to make too much sense out of this one, kids. It's just your typical loud and senseless Bruckheimerian crap, though this one is more senseless than most, and a waste of a pairing (Hopkins and Rock! What's not to like?) that should have been put to much better use. No DVD extras.

Movie Score: ●●
DVD Extras Score: N/A

BAND OF BROTHERS

(Damian Lewis, Ron Livingston)

For my money, this is easily the best TV miniseries about WWII, and in the running for the best miniseries ever. Over the course of 10 shows, we're introduced to the men of Easy Company and follow them through training and some of the bloodiest battles of the war, including D-Day and the Battle of the Bulge. It's based on events surrounding the real Easy Company, so each battle and death in the course of the show really hits home. Unsparing and inspiring, it makes you glad the closest you got to this war is the Medal of Honor games. Extras include a documentary on the real Easy Company, and a video diary from actor Ron Livingston.

Movie Score: ●●●●●
DVD Extras Score: ●●●

DANGEROUS LIVES OF ALTAR BOYS

(Keiran Culkin, Jodie Foster)

This is a quirky little film, and not the least because it's prone to fly off into Todd McFarlane-designed animated sequences at the drop of a hat. These sequences are part of the fantasy world of a group of teenage

Catholic school kids, who do the wacky, nutty (and to adults, totally insane) things that teenagers do. The film is goofy, but also has a darker undercurrent running through it, partly supplied by Jena Malone, who plays a girl with a secret. All the way around, it's not your usual teen film, and it's better for it. Extras include commentary by the director, the screenwriter, and McFarlane, and cast and crew interviews.

Movie Score: ●●●
DVD Extras Score: ●●◖

EIGHT LEGGED FREAKS

(David Arquette, Kari Wuhrer)

Giant man-eating spiders! What more do you need to know? The good news is that the film is smart enough not to take any of it seriously—it knows spiders the size of a Great Dane are inherently ridiculous, and it just goes with that vibe. So, you end up with a cheerfully stupid movie about big spiders that's a lot more fun than you'd probably expect. And it also has David Arquette in full spaz mode, which, again, is all you need to know. DVD extras include commentary by Arquette and director Ellory Elkayem, deleted scenes, alternate endings, some spider trivia and Elkayem's short film on super-sized spiders, which earned him the directing gig for this flick.

Movie Score: ●●●◖
DVD Extras Score: ●●●

FARSCAPE: THE COMPLETE FIRST SEASON

(Ben Browder, Claudia Black)

This science fiction series was made with the help of Jim Henson's Creature Shop, which I suppose makes this the ultimate expression of the "Pigs in Space" segment of *The Muppet Show*. Having said that, I've just marked myself for death with the *Farscape* fans, who are so fervently committed to their show that they make Trekkies look sane. Fair enough: *Farscape* is, in fact, pretty solidly put together, and it has fun with its premise of a human astronaut (Browder) blasted across space and teaming up with a motley crew of intergalactic convicts after a prison break. It ain't about a pack of gel-haired yuppies in Starfleet uniforms, and that's a good thing. This package features material cut out of the North American broadcasts, plus conceptual artwork, image galleries, production stills and screensavers

Movie Score: ●●●◖
DVD Extras Score: ●●●

THE ITALIAN JOB SE

(Michael Caine, Noel Coward)

The guys here at *OPM* were drooling over the PSone game based on this movie; the movie's fairly cool, too. Michael Caine (turning in the sort of performance he later parodied as Austin Powers' dad) plans to make off with a huge shipment of gold; all he needs to do is create a huge traffic jam. Noel Coward(!) and Benny Hill(!!!) pop in as his partners in crime, and you're going to love the car chase. The film is a tad poky by today's standards, but work with it and you'll enjoy the payoff. DVD has commentary from the film producer, three documentaries and a deleted scene.

Movie Score: ●●●◖
DVD Extras Score: ●●●

JUWANNA MANN SE

(Miguel A. Nunez, Vivica Fox)

Completely predictable film about a male basketball player who poses as a woman to join a women's basketball team. You know what happens: wacky shower scenes, the horny guy who doesn't know JuWanna's a he, unruly fake boobs, and so on. The best you can hope for is that the film hits its marks well. And, yeah, it does OK. It's no *Tootsie*, but then again, Dustin Hoffman never took his team to the finals. Extras include commentary from stars Nunez and Tommy Davidson, deleted and expanded scenes, and a video from Fat Joe.

Movie Score: ●●◖
DVD Extras Score: ●●●

THE POWERPUFF GIRLS MOVIE

(E.G. Daly, Tara Strong)

As the dad of an almost 4-year-old, I've probably seen more *Powerpuff Girls* episodes than just about any adult on the

UPCOMING DVD RELEASES

Nov. 1, 2002
Spider-Man

Nov. 5, 2002
Babylon 5: Season 1
Band of Brothers
The Dangerous Lives of Altar Boys
Dr. Seuss' How the Grinch Stole Christmas Deluxe Ed.
The Italian Job
The Powerpuff Girls
Roman Holiday
Sunset Boulevard
Toy Soldiers
The X-Files: Season 6

Nov. 12, 2002
Bad Company
South Park: Season 1
Star Wars: Episode II—Attack of the Clones
The Lord of the Rings: The Fellowship of the Ring: Extended Ed.

Nov. 19, 2002
13 Conversations About One Thing
Glengarry Glen Ross: SE
Juwanna Man
Reign of Fire

Nov. 26, 2002
Ice Age: SE
Men in Black II: SE

Nov. 30, 2002
Xena: Season 1

Send in the *Clones*

Great Action. Too bad about the acting.

Someone must have jammed caffeine into George Lucas' cerebral cortex, because *Attack of the Clones* has something that *Phantom Menace* was missing: Action, and lots of it. *Phantom* had the pod race and the Darth Maul sword duel; *Attack* starts off with someone trying to blow up Natalie Portman, and follows with at least one groovy battle scene every reel-and-a-half. And of course, there's Yoda representin' for the force in the best lightsaber battle ever. Watching Yoda whack at Count Dooku is almost exactly what it would be like to see Gandhi pick up a cricket bat and go to town on the last Viceroy of India: very unexpected, but *very* cool. So a nice fat thumbs-up for *Clones* on that.

Now, if we can just work on the parts where people are required to act. Let's not be coy, here: George Lucas is a genius in many ways, but what he knows about writing dialogue and directing real-live human beings can fit into one of R2-D2's smaller hidden compartments. The man has a cast that includes Sam Jackson, Christopher Lee and Ewan McGregor, all of whom have been seen verifiably acting elsewhere. But here, the lot of them are flummoxed by Lucas' script, the stentorian passages of which read like outtakes of a BBC mini-series about the legislative processes of the Victorian Era. Lucas' solution seems to be to fill the screen with nifty details and hope the audience gets distracted. Sure, it works (thank you ILM!), but come on—that's no way to run a railroad.

There's also the continuing problem of Anakin, now played by Hayden Christensen. Christensen is a pretty good actor (see *Life as a House* for verification), but here, he's limited to occasional sneers and half-lidded mooning over Natalie Portman. The result? He looks like he's trying for James Dean but hitting Billy Idol. The romance scenes between Portman and Christensen are actually painful to watch; listening to Christensen compare Portman to sand made me pity the guy, and pity's a strange feeling to have for anyone in a film that makes $300 million. Mr. Lucas, if you're reading this, *please* hire a real screenwriter next time around. Larry Kasdan seems not to be doing anything these days. He's probably available.

Star Wars: Episode II—
Attack of the Clones
Street Date: 11/12/2002
MSRP $29.98

Nice DVD extras, which almost goes without saying: Some deleted scenes primarily show that Portman's character is the most beautiful Model UN geek ever, so that's not so great, but the documentaries detailing the art and special-effects development process are very interesting, and there's commentary by Lucas and the other filmmakers, so you can hear what they were thinking. Also check out the R2-D2 mockumentary *Behind the Dome*, which is really rather amusing. If you never thought you'd live to see the day when Richard Dreyfus called R2-D2 a "schmuck," well, now you can die happy.

Movie Score: ●●●◖
DVD Extras Score: ●●●●

planet—and yet, I still think they're pretty cool. The show's smart and funny, and the girls themselves are freakishly amusing in their bulbous, fingerless way. *The Powerpuff Girls Movie* is more of the same, providing the backstory of how the girls came to be superheroes, and offering up some pretty nifty animation sequences (trashing Townsville through tag) that they'd never afford on the show. I think you have to be into the Powerpuffs for this to work, but I am, and it does. No DVD extras.

Movie Score: ●●●
DVD Extras Score: N/A

REIGN OF FIRE

(Christian Bale, Matthew McConaughey)

The number of excellent films about dragons can be counted on one finger (*Dragonslayer:* 'nuff said), and *Reign* doesn't add so much as a knuckle to that tally. It's a mess of a story that brings dragons into the reasonably near apocalyptic future and then pits them against helicopters and a bald-as-Brando Matthew McConaughey. The backstory about how the dragons got there makes no sense, nor does the plan for getting rid of them. But I guess if you're itchin' to see some dragons toast humans like ambulatory marshmallows, this is your film. DVD extras concentrate naturally on the special effects, with featurettes on the dragons and pyrotechnics and some additional "conversations" with director Rob Bowman.

Movie Score: ●◖
DVD Extras Score: ●●

ROMAN HOLIDAY: COLLECTOR'S EDITION

(Audrey Hepburn, Gregory Peck)

I maintain that it's impossible to watch *Roman Holiday* and not fall completely in love with Audrey Hepburn. She is as wonderful here as any actress has been in any film, as a princess who takes a day off from the royal grind for a day of fun in Rome with Gregory Peck. Peck's a reporter who think he has a great scoop, but you know Greg won't play the princess that way. *Roman Holiday* isn't as good as its reputation—there are a few missteps now and again. But none of them involve Hepburn. She is, in a word, perfect. This "collector's edition" features a documentary about the film, another about costume designer Edith Head, and another about restoring the picture.

Movie Score: ●●●●
DVD Extras Score: ●●◖

SOUTH PARK: THE COMPLETE FIRST SEASON

(Trey Parker, Matt Stone)

One of the few television series that was at the top of its game from episode one, although in this particular case, the show's "game" revolved around poo, alien probes and Cartman screaming "Beefcake!" at irregular intervals. Oh, and killing Kenny, the bastards. I'm still stunned and gratified that this show ever saw the light of day. Much of the first season is already out there on DVD, but this collects them all in one place and adds introductions and audio commentary for each episode from creators Trey Parker and Matt Stone. There are also "videos" by Cartman and a previously-unreleased South Park skit with Jay Leno.

Movie Score: ●●●●
DVD Extras Score: ●●●◖

THE SUM OF ALL FEARS

(Ben Affleck, Morgan Freeman)

Tom Clancy's Jack Ryan flaunts the entropic process and morphs from Harrison Ford into Ben Affleck, becoming correspondingly more callow in the process. But aside from that point, *Sum* is exactly what it's intended to be: A highly professional, if somewhat soulless thriller featuring bad guys planning to do bad things with a nuclear explosive. The film goes through its checklist efficiently, and features a couple of nice moments, so there's no reason to complain, even if Ford was better in the role. Well, he *was.* DVD includes director commentary, "making-of" docs and a Tom Clancy commentary.

Movie Score: ●●●◖
DVD Extras Score: ●●●

SUNSET BOULEVARD SE

(Gloria Swanson, William Holden)

The truly creepy thing about *Sunset Boulevard* is not Gloria Swanson (or, more accurately, her performance as unhinged silent film star Norma Desmond), but the fact that after more than 50 years, there's nothing about the film's sinister perspective on Hollywood that isn't also entirely true today. Apart from being a pitch-perfect portrait of Hollywood, the film itself is a veritable museum of film, down to bit parts played by faded silent-era stars. It's brilliant. It's depressing. It's Hollywood. Extras include commentary and interviews with folks like Glenn Close and Andrew Sarris, a music featurette and a script rendition of the film's original prologue, in a morgue. Cheerful, no?

Movie Score: ●●●●●
DVD Extras Score: ●●●◖

Bigger, Better, Faster, More?

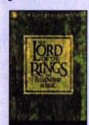
Making the case for the extended *Fellowship*

First: If you're just an average person who doesn't wallow in Tolkienania, you don't need the Extended Edition of *Fellowship of the Ring.* Director Peter Jackson has repeatedly stated that the theatrical release is the "director's cut," and it's entirely true. The extended edition doesn't add anything you'll need in order to enjoy the next two films in the series, so don't feel like you're missing out on too much here.

On the other hand, if you're the sort that didn't need the subtitles to follow the elvish conversations and had a big fight with your in-laws when they discovered you wanted to name your firstborn "Aragorn," I pity the fool who comes between you and this version of the film. It adds a half hour of scenes, from seconds-long fragments to whole new DVD chapters, that give you more of what you come to Middle-earth for: more hobbits, more Gollum, more tension between dwarves and elves, more politics between Boramir and Aragorn, more more more more. Tolkien fans will simply wet themselves with joy.

But thankfully, it's not just more: Jackson actually re-incorporated these scenes into the existing film (even adding another half-hour of music to cover the new scenes), and the result is nearly seamless. "Director's Cut" or "extended" films are almost always worse than the theatrical version, primarily because the deleted scenes *deserved* to be cut for one reason or another. But Jackson knows why he's adding scenes (i.e., give the geeks more of what they want), and doesn't overdo it. He adds with a deftness that that doesn't slow the film—at least from the perspective of *Rings* fanatics. In many cases, I didn't recognize that several new scenes *were* new until I was tipped off by the commentary tracks. In short, Jackson doesn't mar his own film, and considering how very good the film is, this is a small wonder.

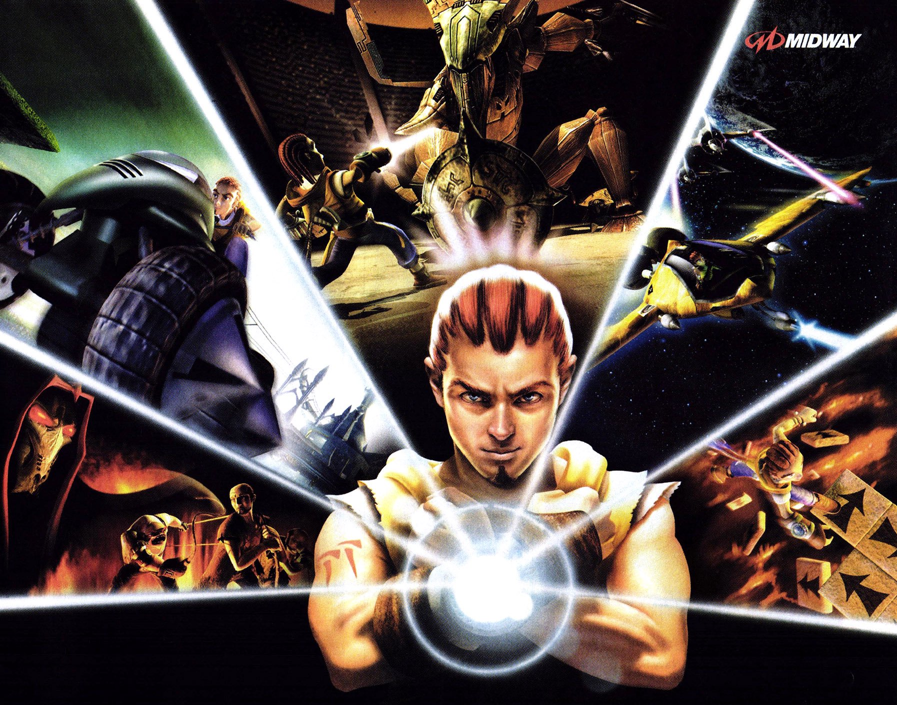
Incidentally, the commentary tracks, of which there are several, are very good. I particularly recommend the cast commentary, which captures the dynamics of the cast relationships, especially between the hobbits (Elijah Wood, Sean Astin, Billy Boyd and Dominic Monaghan), who are casually and hilariously cruel to each other throughout the commentary. Listening to how Boyd and Monagan strung Wood along for over a year with a fictional game called "tig" is worth the price of admission alone. The commentaries are on top of two DVDs full of art and design, documentaries on the production and special effects, and (for purchasers of the super-deluxe edition, not merely the extended edition) bookends created by the *Rings* art department. When they say this stuff is really for the fans, they aren't kidding.



The Lord of the Rings: The Fellowship of the Ring
Street Date: 11/12/2002
MSRP $39.99

Movie Score: ●●●●●
DVD Extras Score: ●●●●●

MIDWAY



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PlayStation®2 computer entertainment system screens shown

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TEEN
T
CONTENT RATED BY
ESRB
Mild Violence

Fall 2002
PlayStation®2

Coming 2003
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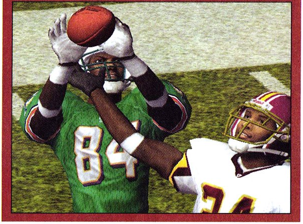
TOP 10 CHARTS

PS2 Top 10

Take a peek at the first six games on the chart and you'll see they all earned a perfect score on the *OPM* scale. While each of those games is superb, we're taking all the credit for their spectacular rise on the sales chart. And why shouldn't we?

	Last Month	Title / Publisher	Rating
1	—	Madden NFL 2003 *EA Sports*	●●●●●

Simply put, Madden is a superior brand of football. It's what you get when a franchise has been around for over a decade, perfecting its craft. Our favorite part? The online component. Every group of friends always has the guy who runs roughshod over everyone else. Now that über-gamer can run headfirst into brick walls by playing other similarly talented gamers from all over the country. We're just hoping that this online thing catches on, so the online franchise mode can begin!



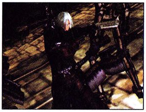
	Last Month	Title / Publisher	Rating
2	—	SOCOM: U.S. Navy SEALs *Sony CEA*	●●●●●
3	1	NCAA Football 2003 *EA Sports*	●●●●●
4	2	Grand Theft Auto III *Rockstar*	●●●●●

OK, so now that this game has sold more than 7 million copies, doesn't that mean that pretty much everyone owns it? We're expecting the sequel to sell even more.

	Last Month	Title / Publisher	Rating
5	5	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
6	3	Medal of Honor: Frontline *EA Games*	●●●●●
7	—	Onimusha 2: Sam. Destiny *Capcom*	●●●●
8	—	NFL 2K3 *Sega Sports*	●●●●◖
9	—	Street Hoops *Activision*	●●●●
10	4	Stuntman *Infogrames*	●●●

Source: NPDFunworld TRSTS Service, August 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

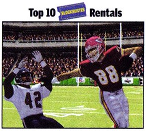


1	Devil May Cry 2	*Capcom*
2	StarCraft: Ghost	*Blizzard*
3	War of the Monsters	*Sony CEA*
4	Contra	*Konami*
5	Final Fantasy X-2	*Square EA*
6	The Getaway	*Sony CEA*
7	Rygar	*Tecmo*
8	The Sims	*EA Games*
9	NHL 2K3	*Sega Sports*
10	Auto Modellista	*Capcom*

Japan's Top 10 PS2 Games

1	Dynasty Warriors 3	*Koei*
2	.hack Vol. 2	*Bandai*
3	Project Minerva	*D3*
4	Marvel vs. Capcom 2	*Capcom*
5	Winning Eleven 6	*Konami*
6	Hot Shots Golf 3	*Sony CEI*
7	Winning Post 5	*Koei*
8	Ape Escape 2	*Sony CEI*
9	Auto Modellista	*Capcom*
10	Document of MGS2	*Konami*

Top 10 BLOCKBUSTER Rentals



1	Madden 2003 (PS2)	*EA Sports*
2	Mario Sunshine (GC)	*Nintendo*
3	SOCOM (PS2)	*Sony CEA*
4	Turok: Evolution (PS2)	*Acclaim*
5	Dead to Rights (Xbox)	*Namco*
6	Animal Crossing (GC)	*Nintendo*
7	Street Hoops (PS2)	*Activision*
8	Medal of Honor (PS2)	*EA Games*
9	NCAA Foot. 2003 (PS2)	*EA Sports*
10	NFL 2K3 (PS2)	*Sega Sports*

(Source: Blockbuster, week of Sept. 15, 2002)

Top 10-Selling Games, All Systems

1	Madden 2003 (PS2)	*EA Sports*
2	Mario Sunshine (GC)	*Nintendo*
3	SOCOM (PS2)	*Sony CEA*
4	NCAA Foot. 2003 (PS2)	*EA Sports*
5	Madden 2003 (Xbox)	*EA Sports*
6	GTA3 (PS2)	*Rockstar*
7	Yu-Gi-Oh! D.D. (GBC)	*Konami*
8	Dead to Rights (Xbox)	*Namco*
9	Gran Turismo 3 (PS2)	*Sony CEA*
10	Medal of Honor (PS2)	*EA Games*

PSone Top 10

It's a sign of the times when a poorly rated game sits atop the PSone charts for such a lengthy spell, and its got no real competition in sight. Sure, we understand what's going on here—it's just sad to watch our old friend become ancient.

	Last Month	Title / Publisher	Rating
1	1	Yu-Gi-Oh!: Forbidden Memories *Konami*	●◖

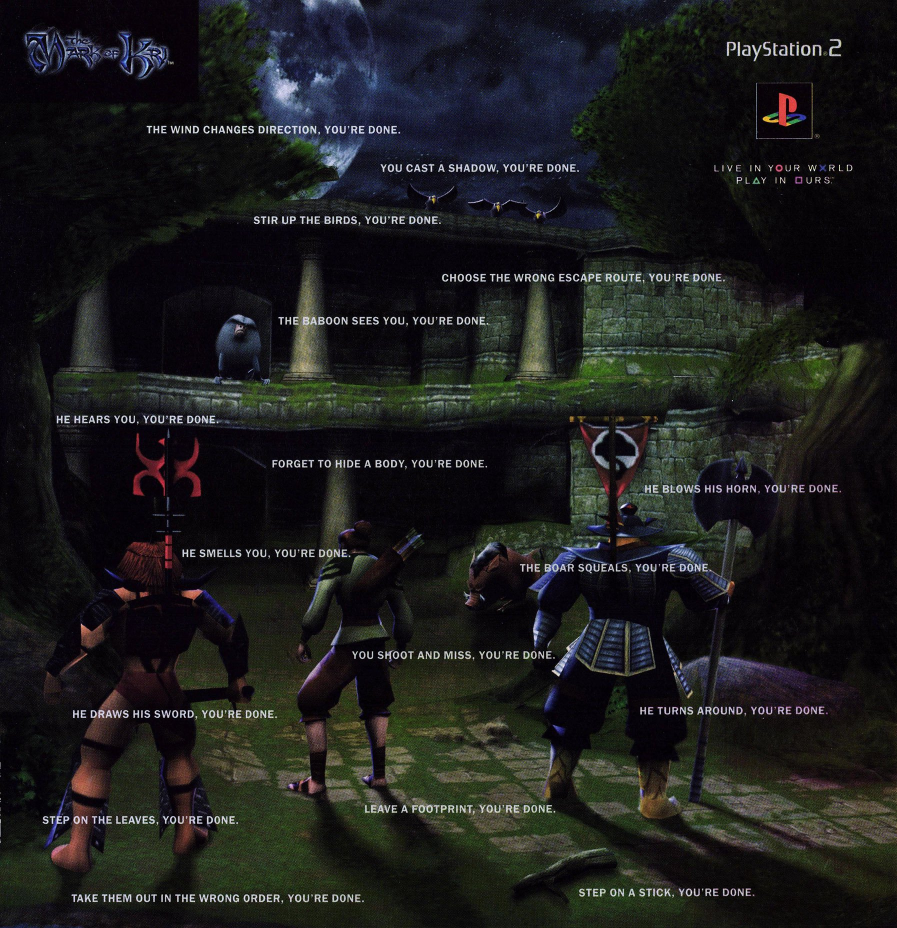
Why is *Yu-Gi-Oh* a chart-topper? AirSpiritX from gamers.com had this to say: "Before you judge *Yu-Gi-Oh*, do the following: 1) Compete in a tournament, knowing the rules. 2) Complete both *Yu-Gi-Oh* games. 3) Watch the first season of the show. Then you can make a decision. Does the show suck? Overall, yes. However, like all the *Final Fantasys* out there, there is a deeper meaning and a basis in actual history (OK, so *FF* isn't based on actual history, but *YGO* is). Also, I'm 17, before you all ask."

	Last Month	Title / Publisher	Rating
2	9	Gundam: Battle Assault 2 *Bandai*	●●●●
3	6	Stuart Little 2 *Sony CEA*	●●◖
4	3	Spider-Man *Activision*	●●●●●
5	2	Digimon World 3 *Bandai*	●●◖
6	5	SpongeBob SquarePants *THQ*	●●
7	4	Gran Turismo 2 *Sony CEA*	●●●●●
8	—	Madden NFL 2003 *EA Sports*	●●●●

One of the few new titles here, Madden remains the football game to beat on *any* system. We're just surprised that it didn't debut higher. Maybe all the die-hard sports gamers have already upgraded?

	Last Month	Title / Publisher	Rating
9	—	Mortal Kombat Trilogy *Midway*	n/a
10	—	Tekken 3 *Namco*	●●●●●

Source: NPDFunworld TRSTS Service, August 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.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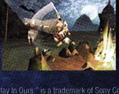
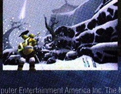
PlayStation 2
LIVE IN YOUR WORLD
PLAY IN OURS™
THE WIND CHANGES DIRECTION, YOU'RE DONE.
YOU CAST A SHADOW, YOU'RE DONE.
STIR UP THE BIRDS, YOU'RE DONE.
CHOOSE THE WRONG ESCAPE ROUTE, YOU'RE DONE.
THE BABOON SEES YOU, YOU'RE DONE.
HE HEARS YOU, YOU'RE DONE.
FORGET TO HIDE A BODY, YOU'RE DONE.
HE BLOWS HIS HORN, YOU'RE DONE.
HE SMELLS YOU, YOU'RE DONE.
THE BOAR SQUEALS, YOU'RE DONE.
YOU SHOOT AND MISS, YOU'RE DONE.
HE DRAWS HIS SWORD, YOU'RE DONE.
HE TURNS AROUND, YOU'RE DONE.
STEP ON THE LEAVES, YOU'RE DONE.
LEAVE A FOOTPRINT, YOU'RE DONE.
TAKE THEM OUT IN THE WRONG ORDER, YOU'RE DONE.
STEP ON A STICK, YOU'RE DONE.

GOOD LUCK. In combat, your first mistake is your last. A one-of-a-kind fighting system allows you to take on multiple enemies. By marking selected opponents, you select which enemies to battle, when to engage them and which weapon to use to reduce them to dust. In other words, use your brain or your body pays the price.





MATURE
M
CONTENT RATED BY ESRB

Violence, Blood and Gore

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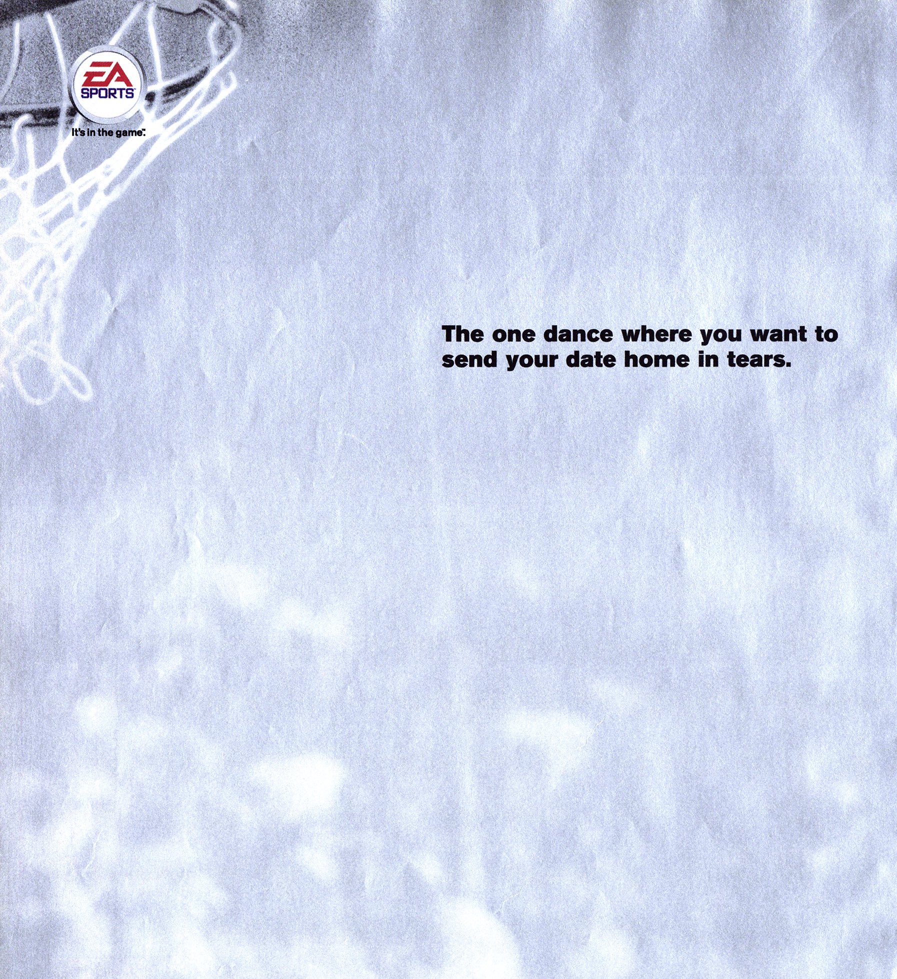
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The one dance where you want to send your date home in tears.

RATING PENDING
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ESRB

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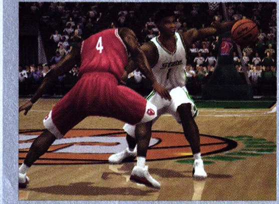

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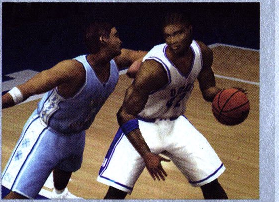

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RATING PENDING to EVERYONE
RP-E
CONTENT RATED BY
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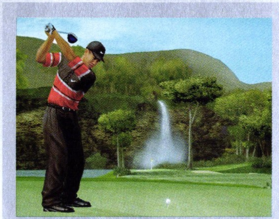
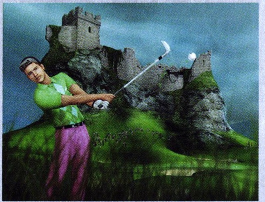
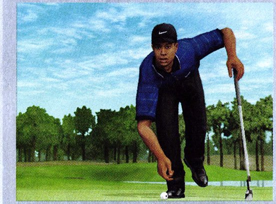
TIGER WOODS

PGA TOUR

There are many instruments used to remove a man's heart. Most notably, the driver.


New courses that take your breath away. And your nerve.


New competitors who play at a level higher than the grass.


New Worldwide Leaderboard to prove you're the king of clubs.

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2003

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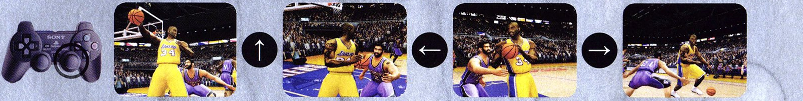
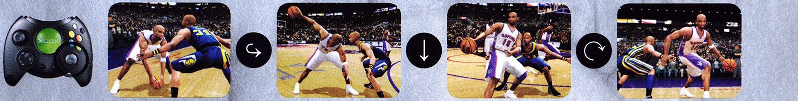


YOU HAVE THE RIGHT

TO BREAK THE DEFENSE ANY WAY YOU SEE FIT.

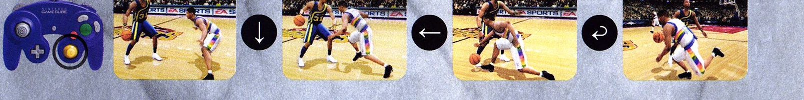
Put together fiendish combinations of 100 new moves and exploit the D. If you cannot afford room for a jumper, room will be provided for you with a little stutter-step fade-away action. Crowded lanes beg to be taken apart with your patented brand of hole-picking-360°-spinning-crossover artistry. String 'em out, spin 'em 'round, leave 'em crying and finish big.



YOU HAVE THE RIGHT

TO DEFEND AGAINST ANY OFFENSIVE FREEDOMS.

The right to form a well regulated-fast-moving-big-balling defensive force. The right to reach into personal space. To perform b-ball blocks like an eight-armed hoop octopus. To borrow without consent, anywhere, any time. To turn hands into brick laying fly swatters. To pound the floor, clean the glass, take the charge and eat your competitors for breakfast, lunch and dinner.



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Coming Soon

PLAYSTATION 2

November

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BattleBots	THQ	Fighting
BMX XXX	Acclaim	X-Sports
Cabela's Big Game Hunter	Activision	Hunting
Colin McRae Rally 3	Codemasters	Racing
Dr. Muto	Midway	Action
Drome Racers	EA	Racing
FIFA Soccer 2003	EA Sports	Sports
Frogger	Konami	Action
Harry Potter: Chamber	EA Games	Action
Haven: Call of the King	Midway	Action
IHRA Drag Racing 2	Bethesda	Racing
J. Cameron's Dark Angel	Sierra	Action
James Bond: NightFire	EA Games	FPS
Jeopardy!	Infogrames	Gm. Show
Lego Island Xtreme Stunt	EA	X-Sports
LOTR: The Two Towers	EA Games	Action
Malice	Sierra	Action
Marvel vs. Capcom 2	Capcom	Fighting
Minority Report	Activision	Action
Monopoly Party	Infogrames	Board Gm
Mortal Kombat: DA	Midway	Fighting
NASCAR:Dirt to Daytona	Infogrames	Racing
NCAA March Madness	EA Sports	Sports
NHL 2K3	EA Sports	Sports
Powerpuff Girls	Bam!	Action
Rally Fusion: ROC	Activision	Racing
Ratchet & Clank	Sony CEA	Action
Risk	Infogrames	Board Gm
Rocky	Ubi Soft	Sports
Rygar: Legendary Adv.	Tecmo	Action
Shinobi	Sega	Action
Shrek: Super Party	TDK	Board Gm
SpongeBob Squarepants	THQ	Action
Star Wars: Bounty Hunter	LucasArts	Action
The Sum of All Fears	Ubi Soft	Action
Tiger Woods 2003	EA Sports	Sports
Treasure Planet	Sony CEA	Action
Vexx	Acclaim	Action
Wheel of Fortune	Infogrames	Gm. Show
Whirl Tour	Crave	X-Sports
Wreckless	Activision	Action
WWE SmackDown! SYM	THQ	Wrestling
Zapper	Infogrames	Action

December

Evolution Snowboarding	Konami	Racing
Fisherman's Bait	Konami	Fishing
Mystic Heroes	Koei	Action
NCAA Basketball 2K3	Sega	Sports
RPG Maker 2	Agetec	Develop
Star Wars: Clone Wars	LucasArts	Action

January

MicroMachines	Infogrames	Racing
Pride FC	THQ	Fighting
The Sims	EA Games	Sim.

Future Releases

.hack//INFECTION	Bandai	RPG
Area 51	Midway	Light Gun
Auto Modellista	Capcom	Racing
Batman: Dark Tomorrow	Kemco	Action
Battle Engine Aquila	Infogrames	Action
Breath/Fire: Dragon Quarter	Capcom	RPG
Capcom Fight. All Stars	Capcom	Fighting
Choplifter: Search/Rescue	Xicat	Action
Clock Tower 3	Capcom	Horror
Crank the Weasel	Midway	Action
Curse: The Eye of Isis	DreamCatcher	Horror
Daredevil	Encore	Action
Def Jam: Vendetta	EA Big	Wrestling
Devil May Cry 2	Capcom	Action
Dragon Ball Z: Budokai	Infogrames	Fighting
Dragon's Lair 3D	Encore	Action
Dungeons&Dragons: Heroes	Infogrames	RPG
EverQuest Online Adven.	Sony CEA	RPG
The Fantastic Four	Activision	Action
Four Horsemen of Apoc.	3DO	Action
Freestyle: MetalX	Midway	X-Sports
Frequency 2	Sony CEA	Rhythm
Gallidor	EA	Action
The Getaway	Sony CEA	Action
Growlanser II & III	Working Des.	RPG
Guilty Gear XX	Sammy	Fighting
hsx: hypersonic.xtreme	Majesco	Racing
The Hulk	Vivendi Univ.	Action
Jackie Chan Adventures	Encore	Action
Kiss of the Dragon	Sony CEA	Action
Lamborghini	Majesco	Racing
M. Gear Solid 2: Substance	Konami	Adv.
Mystical Ninja Goemon	Working Des.	Adv.
Primal	Sony CEA	Adv.
The Punisher	THQ	Action
Rayman 3	Ubi Soft	Action
Red Dead Revolver	Capcom	Action
Return/Castle Wolfenstein	Activision	FPS
Robin Hood: Def. of Crown	Cinemaware	Act./Strat.
Silent Hill 3	Konami	Horror
Soul Calibur II	Namco	Fighting
StarCraft: Ghost	Blizzard	Adv.
Star Ocean: Till the End	Enix	RPG
Tenchu 3: Wrath of Heaven	Activision	Adv.
Tomb Raider: Angel	Eidos	Adv.
True Crime: Streets of L.A.	Activision	Action
War of the Monsters	Sony CEA	Fighting
XIII	Ubi Soft	FPS
X-Men: Wolverine's Rev.	Activision	Action

PS ONE

November

FIFA Soccer 2003	EA Sporst	Sports
GTA Compilation	Rockstar	Action
Harry Potter: Chamber	EA Games	Action
T. Hawkís Pro Skater	Activision	X-Sports
Treasure Planet	Sony CEA	Action

December

Street Racquetball	Agetec	Sports

STARCRAFT: GHOST

FIRST LOOK

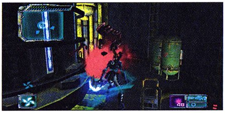
StarCraft meets Metal Gear Solid

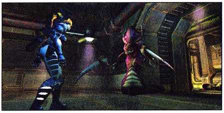
Judging by the reaction to **Blizzard**'s announcement that its next *StarCraft* game will be a PS2 action game (as well as Xbox and GameCube), you'd be forgiven for thinking the following: 1) *StarCraft* fans are possibly more rabid than *Final Fantasy* fans, 2) PC gamers are a little sensitive and insecure, or 3) the combination of the previous two points can be quite explosive.

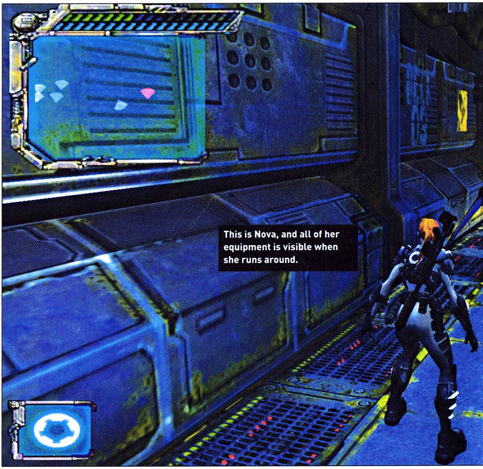
To say that the comments from the hardcore PC-gaming community were "a little colorful" would be something of an understatement. The folks at Blizzard shared some of the more spectacular e-mails they received with us, and it has to be said that many of the fans' demands were anatomically impossible.

Blizzard employee immolation issues aside, those of you not familiar with *StarCraft* may be wondering what all the fuss is about. Without going into too much detail, the original *StarCraft* was one of the best and most successful real-time strategy games ever, and featured three different races: the Terrans, the Zerg and the Protoss. The struggle among these races in the distant future was the basis for an awesome single-player game and an even more competitive online community that saw folks blasting away at each other with all manner of exotic sci-fi weaponry.

What we have with *Ghost* is a much more intimate affair. By taking the scenarios and familiar surroundings of the original game, the guys at Blizzard, with help from **Nihilistic**, now put us into the position of an individual unit within this gaming universe. As Nova, a "Ghost" (a kind of spy) in the Terran Dominion, you move through a series of story-driven missions that provide the kinds of challenges we expect from games like *Metal Gear Solid*. Anyone who's played the original *StarCraft* will be psyched to learn that pretty much all of the characters, equipment and weaponry return and provide the new game with a sense of familiarity that will have you bouncing with glee. Can't wait? You'll have to. The game's coming **next year**—we just don't know when.





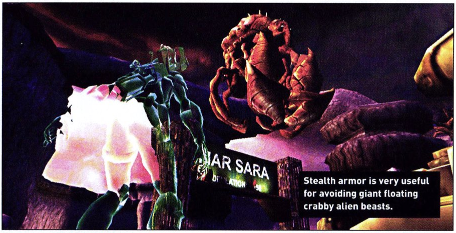


This is Nova, and all of her equipment is visible when she runs around.

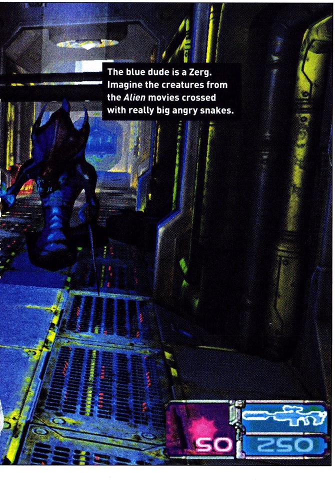
Who Is Nova?

"Ghost reporting." If you've played the PC's *StarCraft*, hearing Nova utter these words will likely send a tingle down your spine when you realize that in *Ghost*, you're slap bang in the middle of the huge war that you previously had only a bird's-eye view of. But who is the main character? Nova herself never appeared in *StarCraft* and is consequently a mystery. The early information we have describes her as follows:

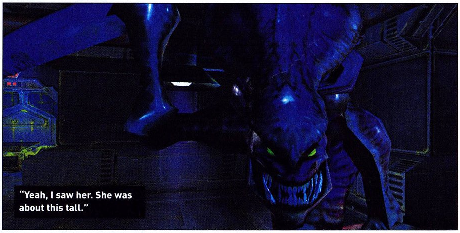
"At a young age, Nova exhibited all the telltale signs of a psionic prodigy and was soon inducted into the Ghost Academy on Tarsonis. Twenty years of ruthless physical conditioning and techno-psychological training have created a being of terrifying potential—a human killing machine trained to face unimaginable odds without question."



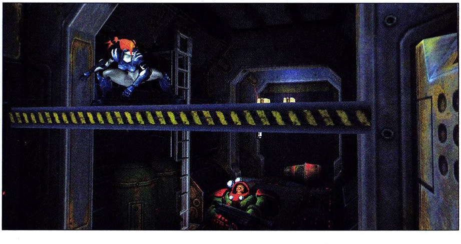
Stealth armor is very useful for avoiding giant floating crabby alien beasts.



The blue dude is a Zerg. Imagine the creatures from the *Alien* movies crossed with really big angry snakes.



"Yeah, I saw her. She was about this tall."

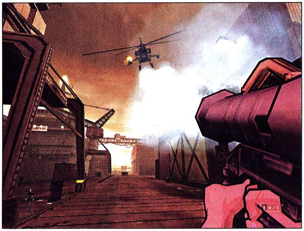


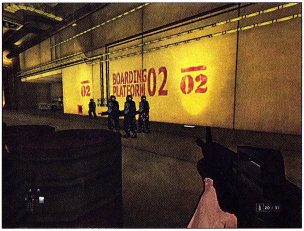
XIII

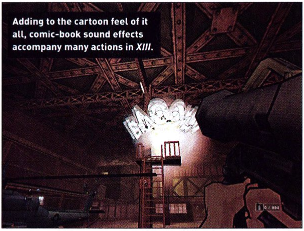
HANDS-ON PREVIEW

More than just a cel-shaded FPS

You may never have read the European comic book *XIII*, but **Ubi Soft** could care less about your familiarity with the franchise—they know all you really want is a good first-person shooter to pop in your PS2 **early next year**. And from what we've played, it looks like that's exactly what we'll get. Sure, you might initially want to refer to *XIII* simply as "that cel-shaded FPS," but there's a lot more to like about this title than just its cartoony graphics. The game offers a balance of action and stealth, including clever gameplay devices like grappling hooks, human shields and the ability to use shards of broken glass as shurikens. It's also very story driven, as the amnesiac Agent XIII tries to discover the truth behind a JFK-like conspiracy to assassinate the president. And, oh yeah—right now, it looks like *XIII* could be online!





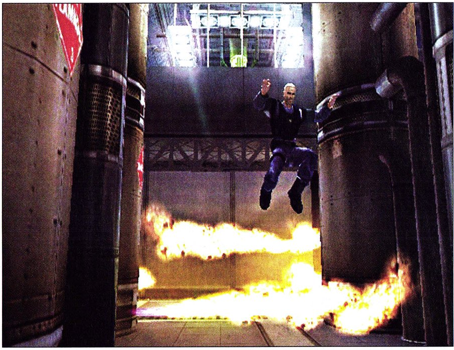

Adding to the cartoon feel of it all, comic-book sound effects accompany many actions in *XIII*.

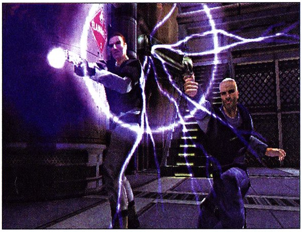
MINORITY REPORT

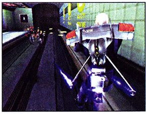
Based on the Tom Cruise movie...minus Tom Cruise

Who needs Hollywood talent? Since using the likeness of Tom Cruise was out of the question for **Activision**'s *Minority Report* (see sidebar to learn why), developer **Treyarch** opted instead for a blonder, gruffer John Anderton as the star of its video-game adaptation of Cruise's summer blockbuster. And considering the beat-'em-up nature of the game, perhaps a tough-looking badass is all the more appropriate. Sure, we saw Cruise hold his own against scores of opponents in the flick, but nothing close to the 41 levels of fisticuffs awaiting his character in this **November** release.

Minority's story relates to the film's basic premise: John is trying to clear his name of a murder he has yet to even commit. In addition to punching and kicking his way through any pursuing officers, Spyderbots or other antagonists, John can also use futuristic weaponry from the film—yes, including the vomit-inducing Sick Stick—or even zoom past others with his high-speed jetpack. To further the realism in combat, Treyarch instituted the game's coolest feature, an engine focused on body physics. Every blow you deliver looks great, whether your opponent still stands or lies helplessly on the ground as you wale away. It adds something special to an otherwise typical brawler.

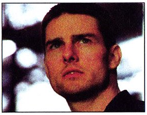


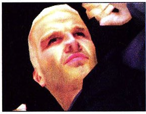




Did You Know?

One reason *Minority*'s protagonist looks nothing like Tom Cruise is Cruise's refusal to be associated with any licensed material for any film he does. In other words, don't hold your breath for a limited-edition *Cocktail* action figure.





MINORITY REPORT™

STEVEN SPIELBERG'S FUTURISTIC THRILLER EXPLODES
ONTO ALL NEXT GEN GAMING SYSTEMS.

AVAILABLE NOW

EVERYBODY RUNS

Screenshots taken from PlayStation®2 computer entertainment system gameplay.

Relive the movie experience in an all-new adventure as Precrime's Top Cop John Anderton.

Take on human and robotic enemies with hand-to-hand combat moves and an explosive arsenal of weapons.

Immerse yourself in over 40 levels of non-stop action/adventure with futuristic weapons and devices straight out of the movie.

PlayStation®2

XBOX

AVAILABLE TO OWN ON DVD
DECEMBER 17TH

NINTENDO GAMECUBE

GAME BOY ADVANCE

TEEN
T
CONTENT RATED BY ESRB

VIOLENCE

TREYARCH

20th CENTURY FOX

DREAMWORKS

FOX INTERACTIVE

ACTIVISION.

activision.com

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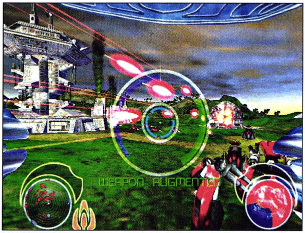
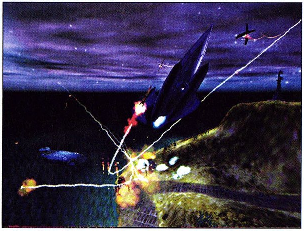
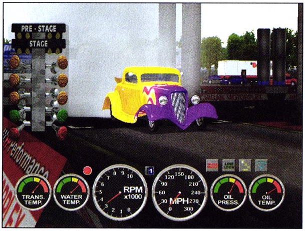

WEAPON AUGMENTED



Battle Engine Aquila

The Battle Engine is the most powerful land/air tank in the world—and you, a reluctant hero (is there any other kind?) named Hawk Aquila, control it in this **Infogrames** game due **early next year**. As part of a warring faction in a battle for a futuristic world, you view the action from a first-person perspective through Hawk's eyes. The game promises a captivating plot and places a heavy emphasis on strategy, with you plotting where to begin each battle.


PRE - STAGE
STAGE
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OIL PRESS.
OIL TEMP.

IHRA Drag Racing 2

Yeah, we know we gave the first *IHRA* (released on PSone) a whole half-disc, but we'll reserve judgment on **Bethesda**'s sequel until it's out **late this year**. Given its subject matter, the game sounds about as impressive as it can be. Drive 50 vehicles across 10 tracks sanctioned by the International Hot Rod Association, with varying weather conditions and deep customization. But ultimately, it's still just trying to make a car go straight for one-fourth or one-eighth of a mile. Whoopty-frickin'-do.

ATV OFFROAD FURY 2

PLAY ONLINE

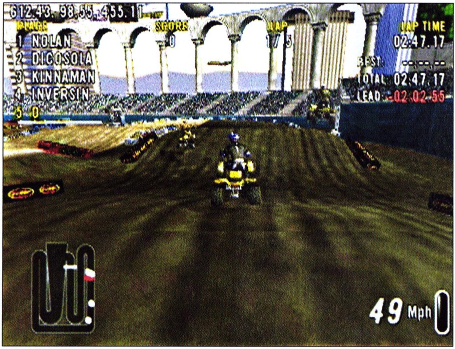
More race for your buck

We went nuts over **Sony**'s original *Offroad Fury*—the gameplay felt so good, we hardly noticed that there wasn't much of an actual game surrounding the way it played. The sequel pads that shell with a deep Career mode that provides a reason to do those silly tricks, along with new twisting and winding courses and more than just one unlockable, if you're good. Plus, it's online.

Environments play a much bigger part in this game, too. Run your ATV through mud, sand and water, and experience the ways each curbs your progress. Skillfully riding through the elements can make or break you in a tight race.

One of our disappointments with the new game is the structure of the Enduro races. Remember those? In the first game, there wasn't much of a path as you raced from point A to point B; you could go in any direction your vehicle would allow. Now, more well-defined trails mark each race, giving them an entirely new dynamic. We liked taking shortcuts over the biggest hills in the land last time; now, the checkpoints' close proximity to each other requires you to stick to the predetermined path. Still, this is a racing game to watch for come **mid-November**.

Heel Clicker + Nac Nac
638 x 2
00 Mph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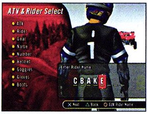
ATV & Rider Select
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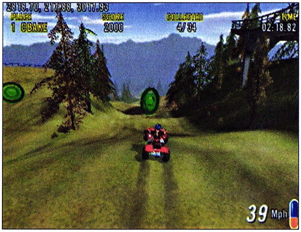
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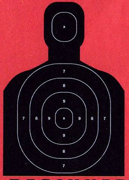
KONAMI®



BEGINNER

NOVICE

EXPERT

MISSION TIME
SCORE
RANK
8/10

MISSION TIME
SCORE
RANK
Target captured!

SILENT SCOPE® 3

Silent Scope's intense sniping action returns for a 3rd round with an all-new game for the PlayStation®2 computer entertainment system! As the world's best sharp-shooter, prevent a terrorist organization from using cloning technology for global domination. Featuring expansive levels, diabolical bosses, and new 3D sound technology to find and target opponents, it's time to silence the enemy threat. As a bonus, Silent Scope 3 also delivers twice the game play by including the hit arcade game, Silent Scope EX!

MATURE M CONTENT RATED BY ESRB	Violence Blood

PlayStation®2

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FURY 2K3

EVERYONE
E
CONTENT RATED BY
ESRB
Violence

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POWERED BY
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NHL 2K3

This is hockey like Roenick plays it. Hard-nosed and furious.

SEGA SPORTS
SRTAK
81

It speeds toward you so fast you don't have time to blink.

RISEBOIS
43

It sends you into the boards with the force of a wrecking ball.

So get tough or you'll be eating ice.

WREAK HAVOC ON THESE PLATFORMS

NINTENDO GAMECUBE

XBOX

PlayStation 2

SEGA SPORTS

segasports.com

I ♥ heal berries
My parents went to FILGAIA and all I got was this stupid T-shirt!
SPECIAL
SHOPLIFTERS WILL BE PROSECUTED to the Fullest Extent of the Law!
Sorry NO CASH REFUNDS
WILD ARMS 3
PlayStation 2
LIVE IN YOUR WORLD.
PLAY IN OURS.

In the vast wasteland known as Filgaia, an epic adventure is about to begin. Four drifters seeking fame and fortune must join together in pursuit of ancient treasures. At stake, control of the mighty elemental powers of the Guardians. But their quest won't be easy. Labyrinth-like dungeons, mythical monsters and mind-numbing puzzles await them around every corner. Can they overcome their differences and work together as a team? Will they unlock the knowledge and mystical forces in time to save Filgaia from destruction?

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WILD ARMS 3®
Clive has an "explosive" personality
Healberries can only be found or grown.
Gallows is all wet.
Don't forget to reload your weapon
See everything with R1 or L1
Boomerang hard to reach switches.
Upgrade your arms.
914
Virginia
Who are you...?!?!?!
RATING PENDING
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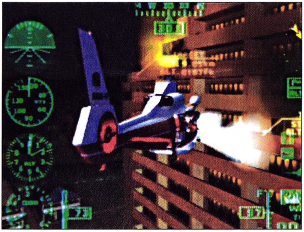
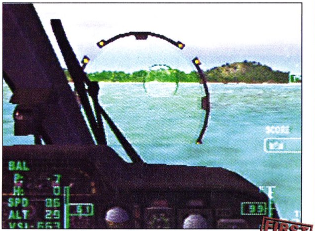
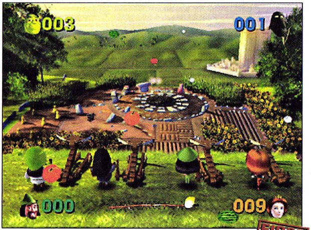




FIRST LOOK

Choplifter: Search and Rescue

Odds are, you looked at this title and thought one of two things: 1) "Bleh...another stupid helicopter game," or 2) "Wow! *Choplifter*'s back!" If you fall into category two, don't get *too* excited. **Xicat** merely secured the rights to this series of chopper games (last seen in 1993) to add a sense of familiarity to what **early 2003**'s *Search and Rescue* actually is: an American version of **Ask**'s *Air Ranger: Rescue Helicopter*, released last year in Japan. Pilot six copters through 18 rescue missions.



FIRST LOOK

Shrek: Super Party

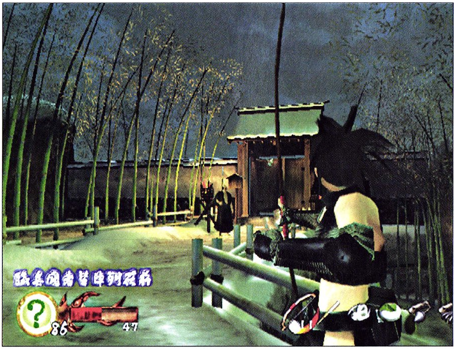
So far, the list of multiplayer PS2 games in the spirit of *Mario Party* is rather small. This **November**, **TDK** adds another to the mix with *Shrek: Super Party*. Choose from one of six cute-ified characters to compete against three others (human or A.I.) in a series of 35 mini-games. If this sounds like a simple Shrekification of *Pac-Man Fever*, don't be surprised—the two share the same developer, **Mass Media**. Let's just hope this one at least *resembles* a good time.

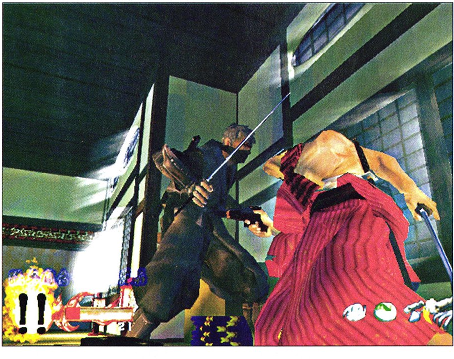
TENCHU 3: WRATH OF HEAVEN

HANDS-ON PREVIEW

A new developer brings the series back to its roots

Ask a Tenchu fan what he thought of the second game in this ninja sneak-'em-up series, and you're bound to be hit with mixed emotions: It was solid, sure, but *Tenchu 2* just didn't live up to its potential. Ask the same question of **Activision** and you'll get the same answer—which is why the publisher has opted to go with a completely new developer for the true sequel to the first game (*Tenchu 2* was a prequel). With **K2** at the helm, Activision hopes to return to the series' roots and rectify some of the past shortcomings in time for a **spring 2003** release. Among the promised improvements: tighter level design, better balance (*Tenchu 2* was too damn difficult!) and a less-janky camera. We've fiddled around with a recent build of the game and we're happy to report that Activision is definitely on the right track. Even though *Tenchu 3* has a new developer, you can still expect all those classic *Tenchu* hallmarks, like multiple paths, stealthy kills and another incredible soundtrack from Noriyuki Asakura.



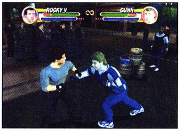


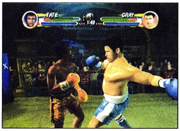
ROCKY

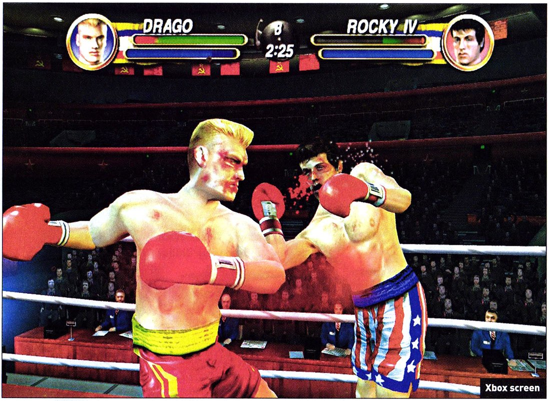
HANDS-ON PREVIEW

The eye of the tiger

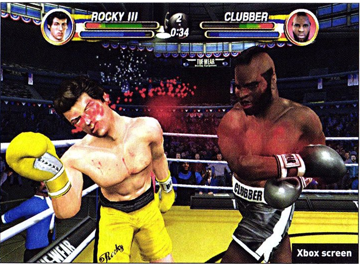
It's not that you start your career in a church that makes us love Movie mode in **Ubi Soft**'s *Rocky*—it's that people litter the ring with trash when the fight turns one-sided and you're teeing off on your weak-kneed opponent. We also love that you bob-and-weave your way through each of Sylvester Stallone's films, *Rocky* through *Rocky V*, and each of the boxers you fight originates from the corresponding movie. Remember Dipper Brown from the original *Rocky*? We're guessing you don't, especially since you stopped following Stan Shaw's career (ol' Dip himself) after *Fried Green Tomatoes*. We also love this game because the boxing more closely resembles the sport than anything before it. It's a rare treat when you can play as a Stallone character and *not* want to get him beat up (just kidding—we love you, Sly!). But here you have plenty of opportunities to save his face from further pummeling. Dodging punches proves just as imperative as dealing blows. Sounds like a no-brainer, but in games like *Knockout Kings* you stand toe-to-toe and slug and slug. *Rocky* offers a much more tactical approach to pugilism. In a few matches we had, we went the distance, and it came down to a decision. How fun is that? Find out for yourself on **Nov. 12**.



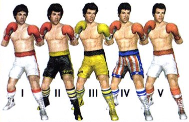




Xbox screen



Xbox screen



Rocky! Rocky!

When you start pummeling also-rans in *Rocky*, the crowd cheers in your honor: "Rocky! Rocky!" But which Rocky are they cheering? One of the coolest parts of progressing in Movie mode is that advancing levels move you to another film and a differently modeled Rocky to reflect each flick.

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GAME	PUBLISHER	RELEASE DATE
Pro Rally 2002	Ubi Soft	11/1/02
Ninja Assault with Guncon	Namco	11/1/02
Grand Theft Auto: Vice City	Rockstar Games	11/1/02
Tony Hawk's Pro Skater 4	Activision	11/1/02
BUM	Sierra	11/1/02
Black & Bruised	Majesco Sales	11/1/02
Evolution Skateboarding	Konami	11/1/02
Lord of the Rings: The Two Towers	Electronic Arts	11/2/02
Defender	Midway Games, Inc.	11/6/02
Spyro: Enter the Dragonfly	Universal Interactive	11/6/02
Ratchet & Clank	SCEA	11/7/02
Harry Potter and the Chamber of Secrets	Electronic Arts	11/7/02
FIFA Soccer 2003	Electronic Arts	11/7/02
Tiger Woods PGA Tour 2003	Electronic Arts	11/7/02
NHL Face Off 2003	SCEA	11/7/02
Total Immersion Racing	Empire Interactive	11/7/02
The Sims	Electronic Arts	11/8/02
Dance Dance Revolution Maxx	Konami	11/8/02
Aliens: Colonial Marines	Electronic Arts	11/9/02
Whiteout	Konami	11/9/02
Dr. Muto	Midway Games, Inc.	11/13/02
Tankers	Titus	11/13/02
Top Gun 2	Titus	11/13/02
NHL 2K3	Sega	11/14/02
ATV Offroad Fury 2	SCEA	11/14/02
NCAA Final Four 2003	SCEA	11/14/02
Disney's Treasure Planet	SCEA	11/14/02
Powerpuff Girls	!bam entertainment	11/15/02

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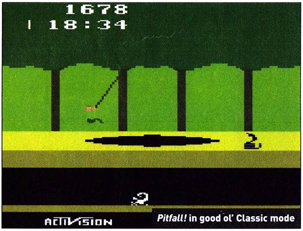
ACTIVISION ANTHOLOGY

ONLINE FEATURES

That other '80s nostalgia game

We can hear you now: "So what?" you say. "What's the big deal about a bunch of **Activision** Atari 2600 games collected onto one disc? I've got it all already on my PSone."

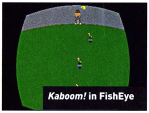
Actually, there's a bit more to *Activision Anthology* than that. Even though our version has a few kinks to iron out, we can already tell it's the most creative, well-put-together collection of Golden Age games ever assembled. You'd think that having more than 40 early-'80s releases would satisfy any classic gamer, but developer **Contraband** has gone so far as to include an interface resembling a teenager's room, circa 1983. From here, choose to play a game ("enhanced" if you want, with all sorts of funky modes—see sidebar), check your high-score log, listen to top-40 '80s hits you definitely know and even watch original commercials for some of the titles. And the really cool part? It's online compatible! No, you can't directly challenge someone to a game of *River Raid*, but you can download developer interviews, historical information and, best of all, unreleased and bootleg games. So if *Vice City* seems a little rough for you **this time of year**, you've got another way to revisit the '80s.



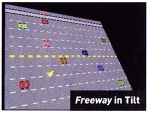
***Pitfall!* in good ol' Classic mode**

You've Never Played 'Em Like This!

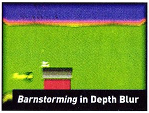
One of *Activision Anthology*'s more interesting features involves your ability to play games like *Pitfall!*, *Megamania* and *Kaboom!* in one of 15 available alternative modes. Ever wanted the screen to bounce around in *Ice Hockey*? Try View-Shift mode. Want to play *Freeway* on a screen that moves around wherever it feels like on an axis? Tilt is for you. Yeah, these modes are useless. But they're fun.



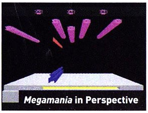
***Kaboom!* in FishEye**



***Freeway* in Tilt**



***Barnstorming* in Depth Blur**



***Megamania* in Perspective**

.hack//INFECTION

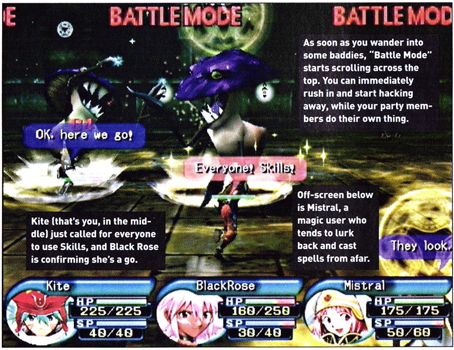
HANDS-ON PREVIEW

Virtual reality, twice-removed

Call it the most befuddling video game concept ever (it's a completely offline solo experience that masquerades as a massively multiplayer online RPG). Call it the most highbrow gameplay idea ever (how many other titles can lead to serious discussions of existential and metatextual matters?). Just don't bother calling your local retailer asking about the once-reported October release of *.hack//INFECTION*, because **Bandai**'s game has been delayed until **February**.

Funny thing is, this first volume in the four-part series is already finished. In fact, we've played through a lot of the game—and guess what? It's not nearly as confusing as you'd think. Here's how it works: You start off in the "real" world, which is basically a simulated desktop for the main character. You're eager to try this hot, new MMORPG called *The World*, and your good buddy, a well-known and powerful player, has promised to initiate you into the wonders of the game. So you boot it up (again, through the simulated desktop—you never actually play in the "real world" beyond this desktop), meet your pal, and the trouble begins. Something goes terribly awry. You're both attacked; your friend gets walloped real good and falls into a coma in the "real world"; you dispatch the baddie with some strange power you've suddenly acquired, then set about trying to figure out what's going on in both *The World* and the, er, world. Most of the game takes place in "the game," which is built around a real-time action-RPG interface that also allows you to "communicate" with various party members, issuing commands and setting strategies. While not in *The World*, you can scan the "online" message boards for clues or pop out to your desktop to check your e-mail and read the latest news.

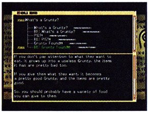
So, why the delay? Bandai wanted the first chapter to coincide with next year's debut of its *.hack* animated TV series, helping further broaden the whole *.hack* experience (each volume also ships with an anime DVD). After the first game is out, each subsequent volume is set to ship in three-month intervals.



As soon as you wander into some baddies, "Battle Mode" starts scrolling across the top. You can immediately rush in and start hacking away, while your party members do their own thing.

Kite (that's you, in the middle) just called for everyone to use Skills, and Black Rose is confirming she's a go.

Off-screen below is Mistral, a magic user who tends to lurk back and cast spells from afar.



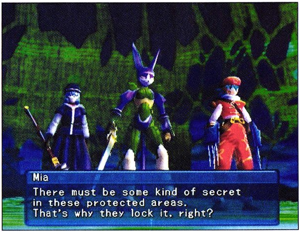
What's a Grunty?
What's a Grunty?
RE: What's a Grunty?
PIG?!
RE: PIG?!
Grunty Found!!
RE: Grunty Found!!

If you don't pay attention to what they want to eat, it grows up into a useless Grunty, the items it has are pretty bad too.

If you give them what they want, it becomes a pretty good Grunty, and the items are pretty good.

So, you should probably have a variety of food you can give to them

Mistral
Kite
BlackRose
Mistral



Mia
There must be some kind of secret
in these protected areas.
That's why they lock it, right?

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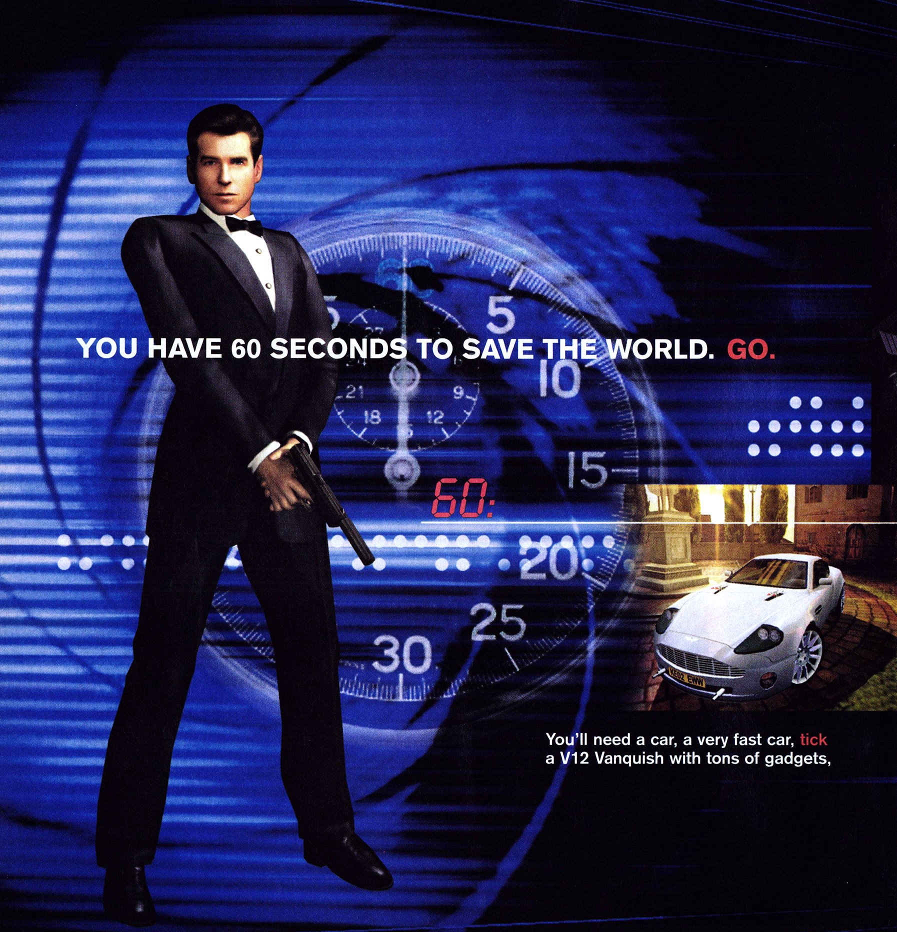
YOU HAVE 60 SECONDS TO SAVE THE WORLD. GO.
60:
You'll need a car, a very fast car, tick
a V12 Vanquish with tons of gadgets,

TEEN T CONTENT RATED BY ESRB

Violence
Suggestive Themes

NINTENDO GAMECUBE XBOX PlayStation 2 PC CD ROM

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enough gadgets, tock to help you blow up a space station,
or jump out of a plane and tick stop a secret military force,
before breaking into Mayhew's estate,

007
nightfire
007.ea.com

or, engineering a rooftop escape from Phoenix International's Tokyo office tock then exiting a burning gondola tick in the alps all in time to rendezvous tock with secret agents Zoe and tick Dominique

but don't pat yourself on the back tock too much because tick that was only one minute, and there are still 1,400 left in the day tock.

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It's more than most people
do their entire life.**

See
Die Another Day 007
In Theaters November 22

Metro Goldwyn Mayer
Trade Mark
MGM Interactive

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SCORPION
QUAN CHI
HAPKIDO
BROADSWORDS

BLIND KENSHI
SCORPION
TAI CHI
HAPKIDO

MATURE
M
CONTENT RATED BY
ESRB
Blood and Gore
Violence

NINTENDO
GAMECUBE

XBOX

GAME BOY ADVANCE

PlayStation 2

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PUR 2
1ST
SG 4

KU 0
MARY 0
ACC
SG 5

NCAA Final Four 2003

989 Sports' November college hoops title has 303 teams, a Dynasty mode worth crowing about and a clean look. Another highlight is the animation that puts a premium on defense by allowing players to make lightning-quick steals instead of just pawing at the ball. But that's just one facet. While the shooting physics are cool, the meter has to go. Also, the players jerk around too much. Their movements mirror that of a puppet rather than an NBA hopeful.

FIRST LOOK

Galidor: Defenders of the Outer Dimension

We've never seen the Fox Saturday-morning show called *Galidor*, but apparently it's all the rage these days. **EA**'s game based on the series takes our hero Nick to the Outer Dimension, where he must travel through four worlds of three levels each to free his buddies held captive by the nefarious Gorm. One cool thing about this **spring 2003** release: It interacts with your Lego Galidor toys!

NHL 2K3

HANDS-ON PREVIEW

Finally, a game that's like real hockey

We at *OPM* are big enough to own up to our mistakes. Here's how it went down: A few months ago, we reviewed *NHL Hitz 20-03* and said that it was going to be the best hockey game of the year. We were excited by it because it was a great game, plus we were completely underwhelmed by EA's *NHL 2003*. At that time, we'd hardly had a whiff of *NHL 2K3*. But then we settled in for a few hours with *2K3*, which turned into countless hours (this game is so *brilliant*), and therein lies our mistake.

We spoke too soon. Forgive us.

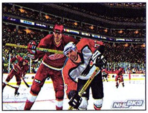
Even our early version of **Sega Sports'** *2K3* proves that it's the superior hockey game this season. This game seriously rocks the rink. It's not something one can easily detail without playing, but every decision you make while playing affects the game. In *NHL 2003*, you can play sloppy defense and your goalie will bail you out 85 percent of the time. In *NHL 2K3*, sloppy defense turns any game into a blowout. In this game, like in real hockey, plenty of opportunities arise to take a chance.

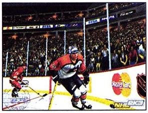
That's the key phrase: *like in real hockey.* Do you rush the puck with a defenseman even though he might not get back on defense? Do you try a swiping poke-check instead of putting the body on the man? Do you play dump-and-chase with your most skilled players?

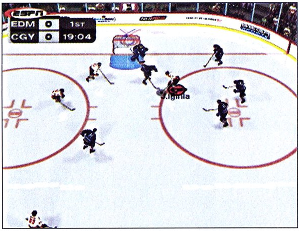
The skating is what you'll love most—it never feels bogged down in animations. Another bonus: The camera sits high enough for you to actually see the ice. It's annoying when, as in *NHL 2003*, the default camera is there just to show off the graphics. Who cares about the color of Eric Lindros' eyes? We'd rather see what teammates he can pass the puck to. There's also a lot of play along the boards. Like in real hockey.

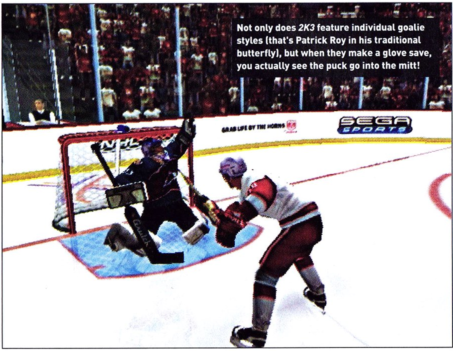
A lot of opportunities derive from battling along the boards to free a puck. You can even initiate different strategies for each of your four different lines.

If you've been waiting for real hockey, your wait ends on **November 12**.



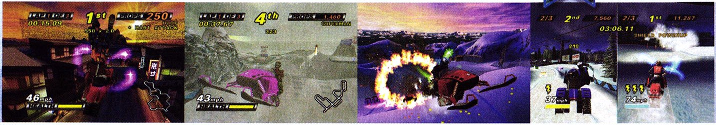






Not only does *2K3* feature individual goalie styles (that's Patrick Roy in his traditional butterfly), but when they make a glove save, you actually see the puck go into the mitt!

THE ONLY THING THAT
CAN STOP THE RACE IS
GOOD WEATHER
MAXIMUM
70
WHITEOUT



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XBOX

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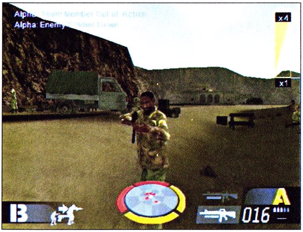
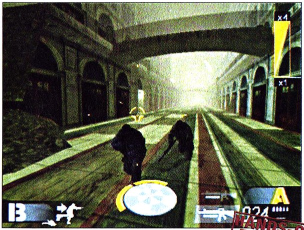
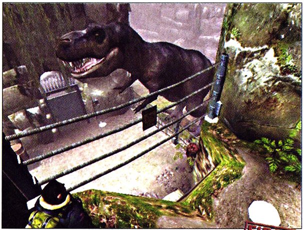




HANDS-ON PREVIEW

Tom Clancy's Ghost Recon

Just try to distinguish this one from **Ubi Soft**'s other Tom Clancy FPS, *The Sum of All Fears*—we dare you! Same interface, same sharp graphics, same choppy framerate in this early version. We haven't seen a final *Sum* yet, so we don't know if it'll be possible to work out the similar kinks in *Ghost Recon* before its **November** release. We hope so, because with 28 missions, two-player co-op options, and a near-future theme, *Ghost* has plenty of potential.



FIRST LOOK

A Sound of Thunder

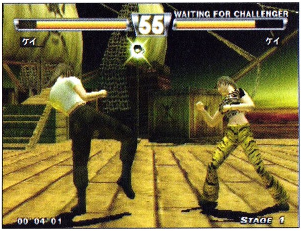
Sci-fi enthusiasts might recognize *A Sound of Thunder* as the title of a 1952 short story by Ray Bradbury. **Next year**, Franchise Films releases a movie based on its intriguing premise: The death of a mere butterfly during a prehistoric-era hunting trip can forever alter the world as we know it. **Bam**'s game adaptation shifts between Jurassic-like environments full of dinosaurs and "Global Entropy" cultists, and near-future settings overrun by vicious plant life and mutant monstrosities.

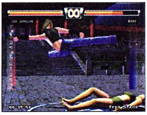
FIGHTER MAKER 2

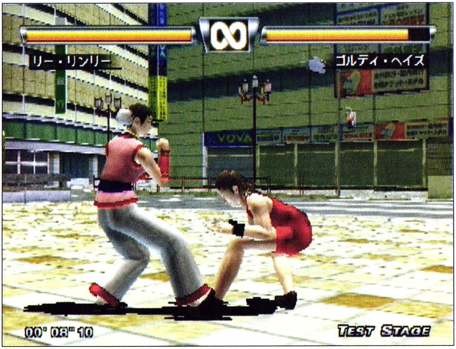
HANDS-ON PREVIEW

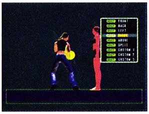
Create the next Virtua Fighter 4

Agetec's original *Fighter Maker* on the PSone essentially created a new develop-your-own-game genre. While editing your own maps in games like *Tony Hawk's Pro Skater* was nothing new, creating your own complex character—especially one in a fighting game—had never been an option before. *Maker* suffered, however, from a horrible interface, bland characters and the inability to cut and paste individual frames of animation. Fortunately, Agetec has tweaked the sequel significantly. Choose from a variety of fighting styles or create your own from scratch. Alter hair, skin, clothes, shoes and the like, entirely to your own desire. Once you develop a character, you can design his or her punches, kicks and throws to look and perform any way you'd like. The system allows you to move one frame at a time and assign priority, damage, vulnerability and juggle-height values to each technique created. You can even control the appropriate response to a hit by telling victims to fly backward, to crumple or simply to shrug off the move. Set the camera for a 2D or 3D battle, and have it zoom in and out accordingly. The game includes only six backgrounds, but with such a strong focus on creating smooth animations, this isn't an issue. The brawls begin this **fall**.









Combos Anyone Can Handle

Fans of fighting games who hate the complex command motions used by Namco, Capcom and Sega can finally enjoy killer moves at the touch of a button. *Fighter Maker 2* allows you to assign motions to buttons, so a killer jumping spin-kick can be thrown just by pressing X. Unfortunately, only the X and Circle buttons can be used, severely limiting the single-button technique. Guess some skillful button-mashing is necessary after all.

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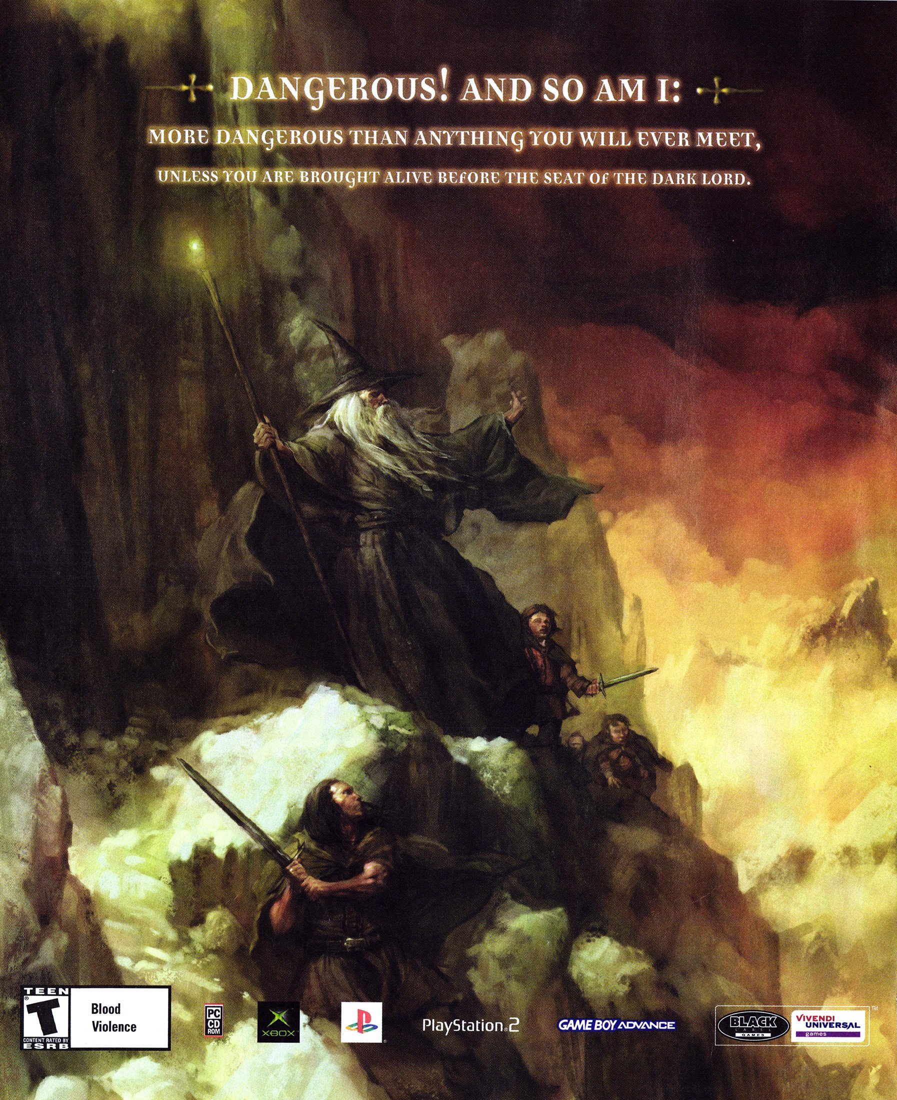
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MORE DANGEROUS THAN ANYTHING YOU WILL EVER MEET,
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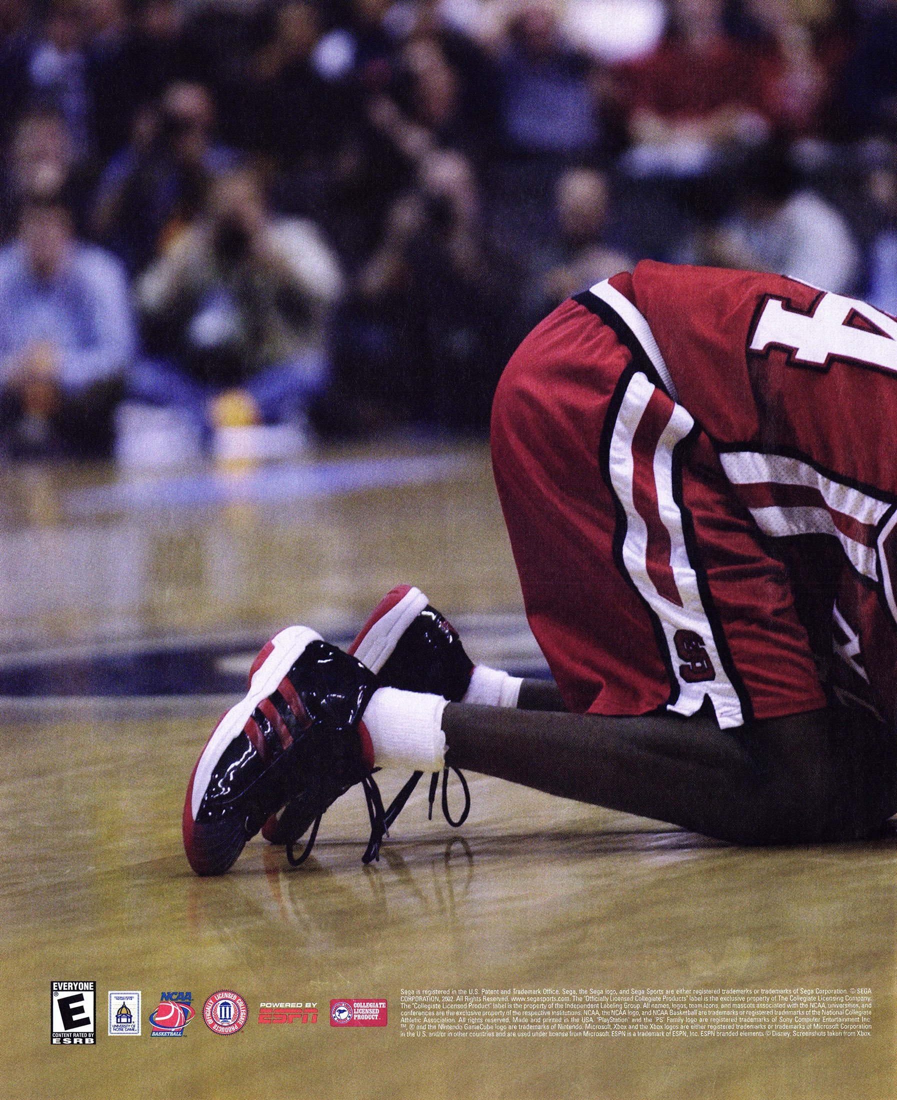
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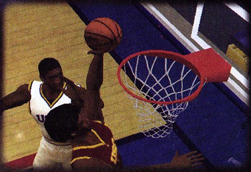
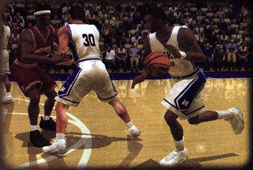

Beat rivals in February so you can dance in March.

Send Cinderella home early.


Take it to the net, then cut it down.

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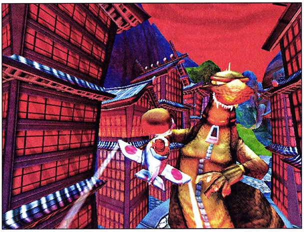
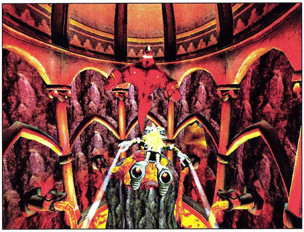
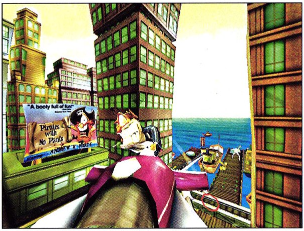
FREAKY FLYERS

Cartoony enough for you?

Remember when your commanding officer called you a "Freaky Flyer" in Midway's recent remake of *Defender*? Apparently, this **November** release will have had such an impact on pop culture that high-ranking government officials hundreds of years from now will reference it regularly. Or, perhaps it's just blatant product placement for **Midway**. Either way, *Flyers* does appear to be a solid kart-style racer. Control one of 13 cartoony characters with cartoony names like Johnny Turbine and Cactus Rose, and race their cartoony planes through fully 3D cartoony environments in cartoony action that promises loads of cartoony humor.





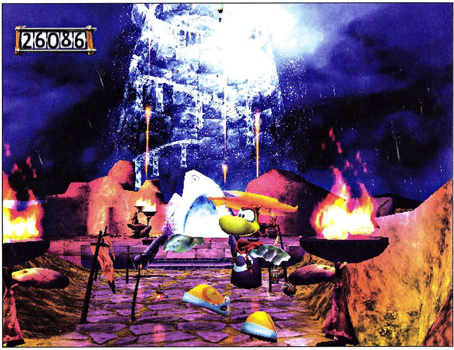


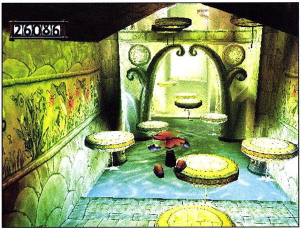
RAYMAN 3: HOODLUM HAVOC

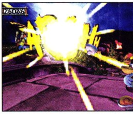
HANDS-ON PREVIEW

This armless wonder won't be going out on a limb

Three things in life are certain: death, taxes—and the degeneration of once-glorious mascot characters into washed-up, whored-out messes. Now, we're not saying that's the case with *Rayman 3*—far from it. But we will say that we've got our eye on **Ubi Soft** because, well, we're just a tad bit concerned. So, what's got our nose all out of joint? The fact that everything we loved about *Rayman 2* isn't quite there in this next chapter. Gone is that sprawling sense of exploration and adventure, that joy of uncovering a magical world full of whimsy and wonder. Instead, there's fast action, intense tests of your reflexes, plenty of power-ups, a bountiful bevy of bosses and a multitude of minigames. And, hey, it all looks great, too. But even though *Rayman 3* is shaping up quite nicely, we can't yet embrace it wholeheartedly—at least not until we dislodge our memories of near-perfection in *Rayman 2*. Good thing we've got some time before the game's **spring** release.





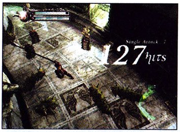


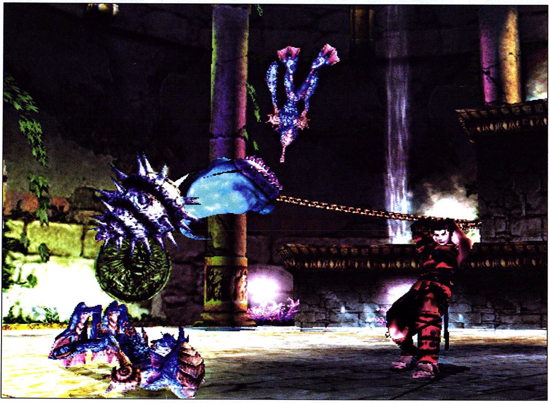
RYGAR: THE LEGENDARY ADVENTURE

HANDS-ON PREVIEW

This is how they do it in Greece

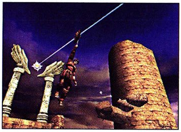
Possibly the closest thing to a 3D *Castlevania* game that you'll play this holiday season, *Rygar* is ready to bring his special brand of violence to a whole new generation of gamers. Missing in action since the late 1980s, Rygar's claim to fame is his handy Diskarmor, a circular shield that he throws like a yo-yo. Of course, this yo-yo has razor-sharp blades sticking out of the sides, and that's what gets Rygar through the day. In classic Mario style, our hero must save the Princess Harmonia and restore order to the kingdom of Argus. What this means is that Rygar gets to kick tons (literally) of Grecian ass, taking on legendary figures like Icarus and Atlas, jumping through floating islands in the sky (platform-style), and crushing hundreds of ill-tempered enemies along the way. In *The Legendary Adventure*, Rygar doesn't have just one Diskarmor, but many. Different discs, like the Sea Diskarmor or the Holy Diskarmor, have different moves, so having the proper one equipped may make it easier to get through a certain area. But crushing thine enemies isn't just gratuitous fun, either; it's useful for unlocking some of the game's secrets. Similar to *Gungrave*'s beat-counter, *Rygar* tallies consecutive hits, with decent combo counts registering in the low hundreds. (**Tecmo**'s team has managed a sick 900-count on the combo meter, so you've got your work cut out for you.) Graphically, this **November** release gorgeously combines sun-drenched lighting effects, hi-res characters and convincing Greek-themed environments. Wrecking up the scenery is half the fun, though, as power-ups and other surprises lie hidden in the ruins. So, while the name Rygar might not ring a bell just now, we think that will change very shortly.

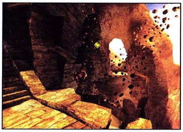




Stay on Target

Flying high in the friendly sky isn't a problem for our man Rygar. After all, when the beautiful, airy vistas of Argus come complete with swing-targets (for swinging from target to target), hook-targets (for crossing vast chasms) and lift-targets (to reach high spots), what's to stop Rygar from getting *anywhere*?





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Iron Storm

FIRST LOOK

What if World War I had never ended? That's the premise behind **DreamCatcher**'s first-person shooter, due out **early next year**. Set in an alternate 1964, in a Germany decimated by a 50-year conflict, *Iron Storm* equips you with weapons ranging from sabers to grenade launchers. As Second Lieutenant James Anderson, use a combination of stealth and firepower to execute key missions and help put a stop to this seemingly endless battle.

Clock Tower 3

FIRST LOOK

Since **Human**, the original *Clock Tower* developer, went out of business a few years back, **Capcom** has wisely picked up the franchise for a new installment that will hit the PS2 this winter in Japan. While the story of this one pays no heed to the first two, it does stay true to a lot of the series' main themes: small girl as the protagonist, lots of gruesome violence and eerie piano music in the background. However, it also plays a lot more like a typical Capcom survival-horror title.

ZONE OF THE ENDERS: THE 2ND RUNNER

HANDS-ON PREVIEW

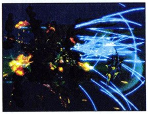
Finally living up to our expectations?

At the recent Tokyo Game Show, gamers lined up for a taste of **Konami**'s sequel to *Zone of the Enders*. So did we. And if our time spent with *The 2nd Runner* is anything to go by, this sequel might end up living up to the high expectations we had for the original.

As you might remember, the first *Zone of the Enders*, while a great game, didn't quite turn out to be the ultimate mech experience we had hoped for, due to its short lifespan, iffy story and somewhat repetitive nature. Everything seems to be remedied with this sequel, though. The gameplay, for example, is greatly expanded here. In addition to some fancy new moves, you're now able to lock onto numerous targets at once and spew out streams of lasers in their direction. The game also allows you to grab enemies and pick up pieces of the environment to use as weapons and projectiles—a fun addition.

The story also seems a bit more intriguing this time around. The Bahram army forces, under the leadership of commander Nohman, have invaded Mars and are constructing the ultimate superweapon, Aumaan. During one of the Bahram raids, a miner named Dindo is seriously wounded and would be on his way to death were it not for the orbital frame Jehuty (yes, the same Jehuty of the original) that he comes across buried in the ice. He gets tied to Jehuty's life-support system and becomes an involuntary member of the UNSF war effort against the Bahram forces.

Even areas that needed no improvement have been greatly enhanced here. Take the visuals: The original had stunning graphics, but they don't even come close to these. Now, everything is crisper, more detailed and much more fluid. You'll be pretty impressed when you see this come **February**.



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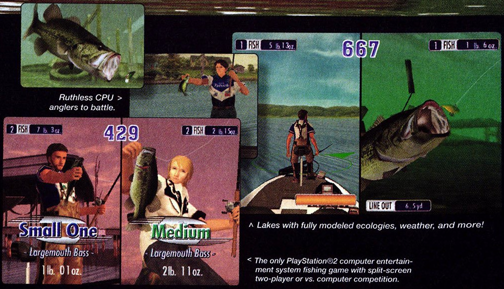
2 FISH 7 lb. 3 oz.
429
2 FISH 2 lb. 15 oz.
Small One
- Largemouth Bass -
1 lb. 01 oz.
Medium
- Largemouth Bass -
2 lb. 11 oz.
1 FISH 5 lb. 13 oz.
667
1 FISH 1 lb. 6 oz.
LINE OUT 6.5 yd

Ruthless CPU > anglers to battle.

^ Lakes with fully modeled ecologies, weather, and more!

< The only PlayStation®2 computer entertainment system fishing game with split-screen two-player or vs. computer competition.

Sega Bass Fishing Duel will knock you overboard with heated two-player competition. And when you finally run out of friends to beat, you can tackle the CPU opponents, each with their own personalities, strengths and weaknesses. This attitude may not make you popular around the watering hole, but it's lonely at the top, buddy. Who says fishing's not an extreme sport?

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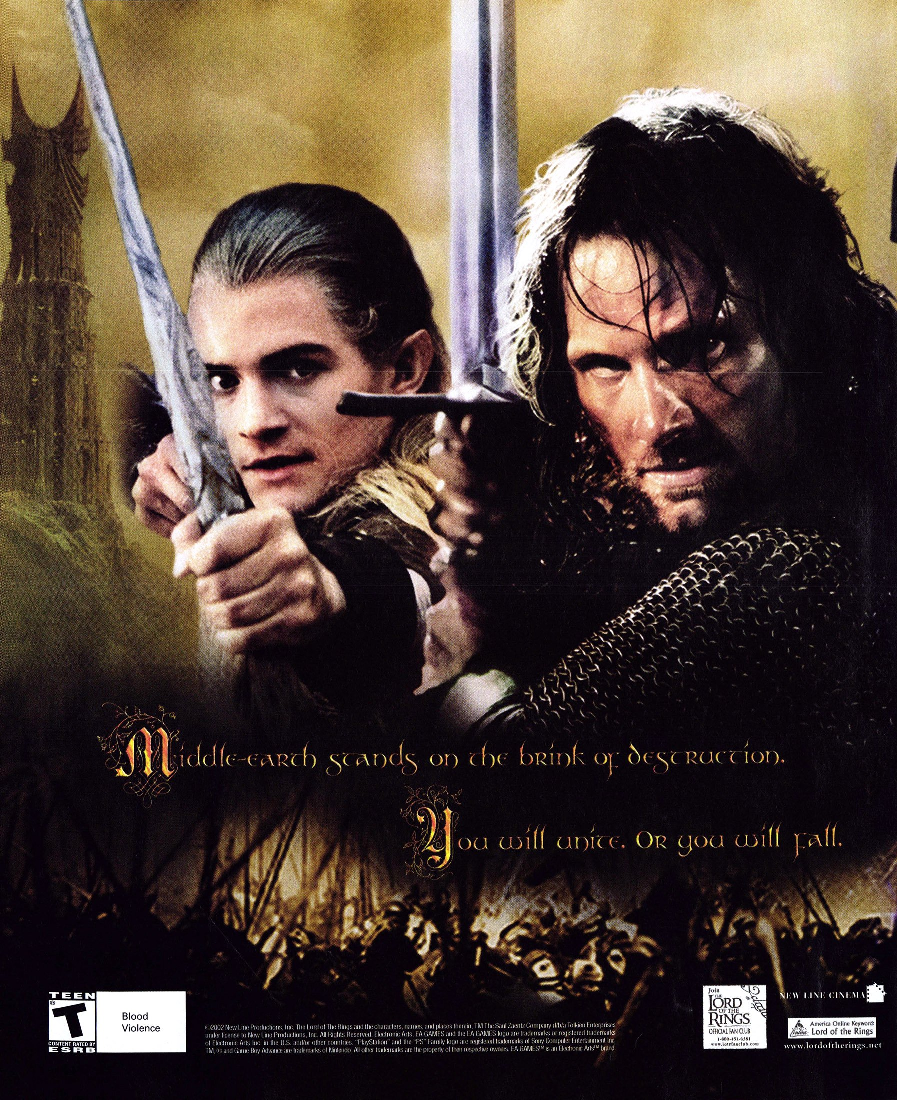
Middle-earth stands on the brink of destruction.
You will unite. Or you will fall.

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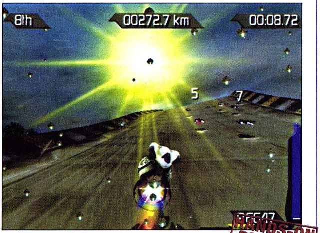
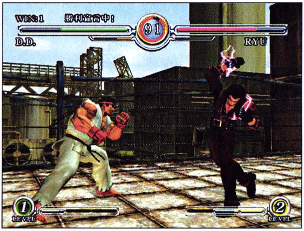
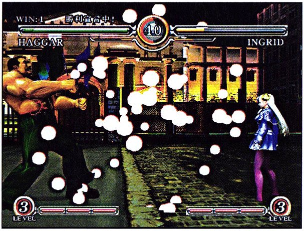


HANDS-ON PREVIEW

hsx: hypersonic.xtreme

Apparently, someone at **Majesco** thought it'd be a good idea to create a *Wipeout* clone with a supertrendy title as one of its big selling points. A three-letter abbreviation. A period instead of a space. No capitalization. The words "*hyper*," "*sonic*" and "*xtreme*" (naturally, with no "e"). The title alone makes you wanna hop into one of the game's tiny racing pods in **early 2003**, right? Well, maybe it shouldn't. "Hypersonic" speed plus bad framerate equals likely not worth your time.





Capcom Fighting All Stars

As we revealed last month, *Capcom All Stars* is the company's first internal attempt to create a 3D fighting title (Arika developed the *EX* games). Slated to hit arcades and the PS2 **next year**, the game features a slew of favorites like Ryu, Chun-Li, Haggar and Strider Hiryu, plus a couple of new guys ("All Stars" in their rookie year, apparently). Gameplay centers around a new counter-attack system, and get this: You can pull off "fatalities" (minus the gore of a *Mortal Kombat*).

CONTRA: SHATTERED SOLDIER

ON THE DISC

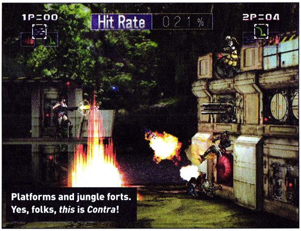
Old-school gaming for the 21st century

Alien blasting—if you've ever played a Contra game, you know it's a trademark of **Konami**'s classic series. And as you're probably well aware of by now, **November**'s *Shattered Soldier* continues the alien-blasting tradition in old-school, 2D style, but with graphics that do the PS2 proud. Facehugger-style aliens do their best to take you out, as do pus-filled blobs and massive, pissed-off beasts that take up half your screen...and have long arms with mouths attached to them...and shoot lasers out of their eyes.

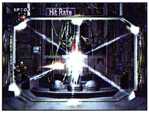
As we've played through the near-final version, we've been surprised by the level setup. Unlike previous Contra games, in which the stages could be cleared in relatively little time, *Soldier*'s levels are incredibly huge—so huge, in fact, that you get a checkpoint halfway through each. That said, the game's length does worry us a bit. Though certainly long enough (certain bosses keep you at bay for hours at a time), the actual amount of area you traverse could be lower than that of previous installments—especially *Hard Corps*, with its branching paths. We have yet to unlock some areas via the Hit Rate meter (the better your percentage at the end of a level, the better your ranking and the more areas you can open up), so we'll have to save our final judgments for next month's review.

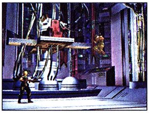
The game's difficulty has also surprised us, especially considering that Konami has specifically tried to tone things down in hopes of faring better with mainstream gamers. Trust us when we say that it's still tough. Really, really tough.

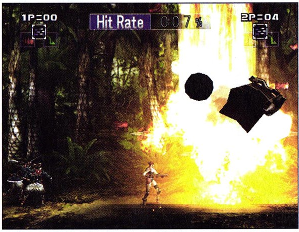
Or, see for yourself on this month's demo disc. And remember: If you think the demo is hard, it's one of *Soldier*'s first levels—and it's set to Easy.



Platforms and jungle forts. Yes, folks, *this* is *Contra*!





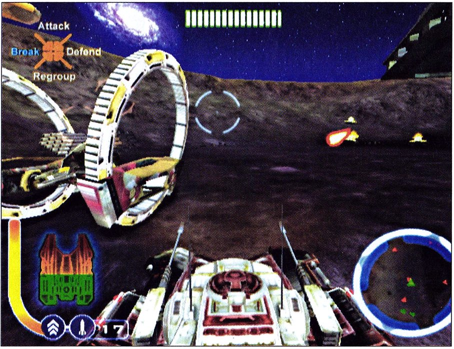


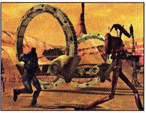
STAR WARS: THE CLONE WARS

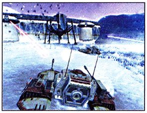
HANDS-ON PREVIEW

Episode II was only the beginning

LucasArts aims to bring a polished, highly detailed Star Wars experience to your PS2 this **December** in the form of *The Clone Wars*. For the most part, it's a rather simple vehicular-combat game set at the end of and immediately after *Attack of the Clones*, although its scope makes it a much grander production. You pilot all sorts of *Episode II* vehicles, ranging from classic speeder bikes and pre-Battle-of-Hoth walkers to heavily armed Republic gunships and hyperspeed fighter tanks. The galaxy's most famous clique of good ol' boys get mad face time, too—some scenarios cast you as your favorite Jedi (Mace Windu, Obi-Wan Kenobi and Anakin Skywalker) in on-foot gameplay sequences that can best be described as Dynasty Warriors meets Industrial Light & Magic. And don't think that developer Pandemic has forgotten its hardcore real-time strategy roots—it's cramming in more multiplayer modes than you'll know what to do with (see sidebar).

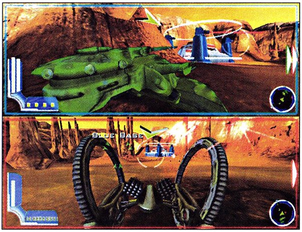






Conquest

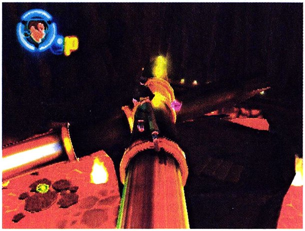
Sure, *Clone Wars* has a deathmatch multiplayer mode, but that's just the tip of the bowcaster. The real meat lies in Conquest mode, where the RTS background of Pandemic shines. Basically, you and your opponents each have a base, around which lie several hangar-like structures. If you move your ship into them and stay put for a while, they start to build stuff for you—defensive cannons first, then drones. Once built, you can order said units to storm your enemies' bases.

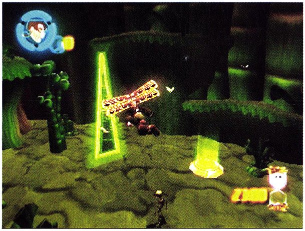


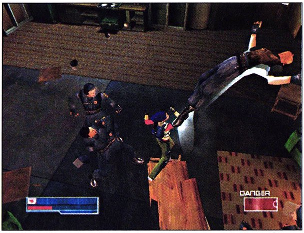
TREASURE PLANET

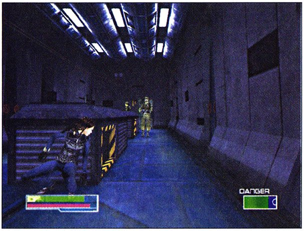
Make way for spacefaring pirates

Disney-based PS2 platformers haven't really enjoyed the most glorious history. But there's a chance the PS2 version of **Sony CEA**'s *Treasure Planet* could break the cycle of mediocrity with its vibrant graphics and varied gameplay. Two things intrigue us about this game: One is the liberal inclusion of levels making use of the Solar Surfer, which is something like a rocket-powered hovering snowboard with a retractable, windsurfing-type sail. OK, yeah, it may sound a bit odd, but it allows for both racing and snowboard-style gameplay. Also intriguing are the frequent power-ups that transform your sidekick, Morph, into such useful devices as jetpacks or "cyborg arms," giving your character, Jim, more powerful abilities, offering access to distant areas and so on. With a story that loosely follows the film through 20 levels spanning five lush environments, the game will undoubtedly please fans of the movie. The trouble is, from what we've played so far, it may be entirely too difficult for its target audience—the younger crowd that tends to get most into the Disney flicks. And with the game coming out in **November**, there's not a lot of time to tweak the difficulty. We'll have to keep our fingers crossed.



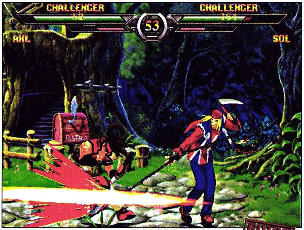






James Cameron's Dark Angel

Angry that Fox canceled the show last season? **Sierra**'s game, set for release at the **end of the year**, should placate you to some degree. Based on the basic story arc of the series, *James Cameron's Dark Angel* has you playing as Jessica Alba's genetically altered character, Max, as she searches for her sister while kicking the crap out of everyone. The game spreads 25 levels through six environments that pull themes from the show's two seasons.



Guilty Gear XX

FIRST LOOK

Though technically billed as a sequel to last year's gorgeous, 2D, hand-drawn fighter *Guilty Gear X*, we see the *XX* version as more of an upgrade. This one reuses all of the original's characters and backgrounds, though six new combatants and some new stages have been added, along with an impressive new Story mode and a completely remixed soundtrack. *XX* hits Japan this winter, and **Sammy** currently plans to release it out here later **next year**.

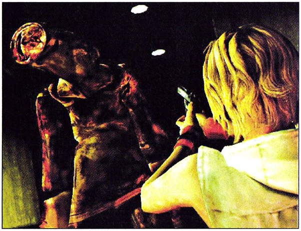
SILENT HILL 3

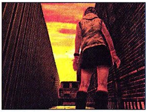
HANDS-ON PREVIEW

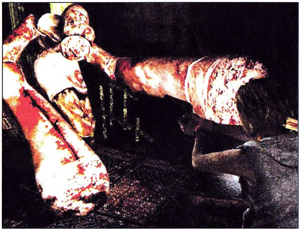
How the horror begins

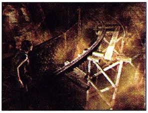
At this year's Tokyo Game Show, **Konami** showed off the first playable of *Silent Hill 3*, due to hit the States this **spring**. The demo immediately sets you, as main character Heather, off into a supercreepy amusement park. In usual *Silent Hill* fashion, heavy fog, distorted camera angles, dark environments and horrific scenery—like a blood-soaked stuffed rabbit—come standard. Oh yeah, and lots of seriously messed-up creatures show up along the way, which you need to take out with a variety of weapons (a knife, pipe, pistol and submachinegun were available in the demo).

What's interesting about this demo is that it serves as a prologue in the final version of the game. "When you finish this scene in the real game, the actual story will begin," director Kazuhide Nakazawa explains. "We decided to use this part at the beginning of the game because we wanted to confuse players and have them really think about why Heather is there." But Nakazawa also explains this prologue isn't purely for story reasons. "We also wanted to have something more action-packed right at the start. In *Silent Hill 2*, we began the game with tame sequences and kind of built up the action gradually, but here we wanted to scare gamers right from the start."

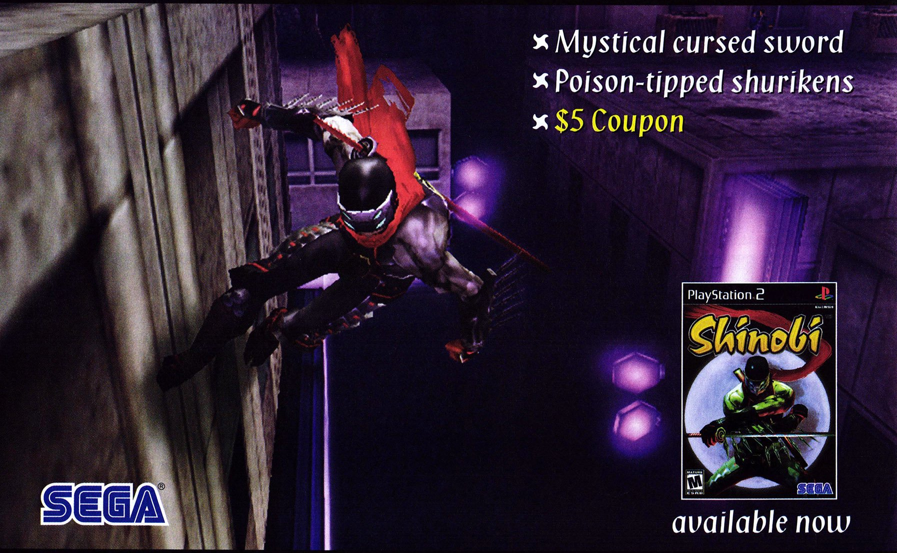








Essential Weapons of a Master Ninja:



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CONTENT RATED BY ESRB
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VIOLENCE

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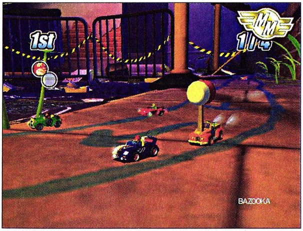
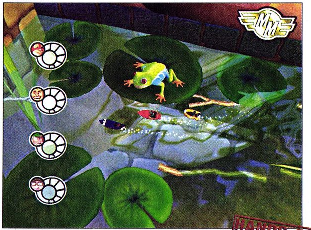
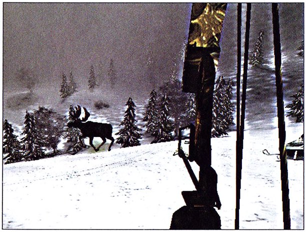




HANDS-ON PREVIEW

MicroMachines

The miniature racers hit PS2 this **January**, courtesy of **Infogrames**. *MicroMachines* comes full of addictive multiplayer modes, including our favorite: Bomb Tag mode, which pits four players against each other in a split-screen match. The longer you keep the bomb, the higher your score—just be sure you get rid of it before it explodes. Choose between eight characters, race five vehicle types across varying terrains and use weapons like fireballs and giant hammers.



Cabela's Big Game Hunter

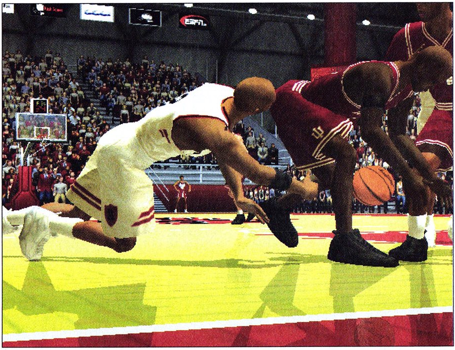
Big Game Hunter was a surprise arcade and PC hit, so it was only a matter of time before **Activision** released a PS2 version, due in **November**. Hunting remains the series' focus, so if you're looking to gun down hostile animals, try *Dino Stalker* instead. In *Big Game Hunter*, you can track 24 animals across the United States and Canada, equip yourself with weapons ranging from rifles to pistols to crossbows, trail footprints and use calls, scents and blinds.

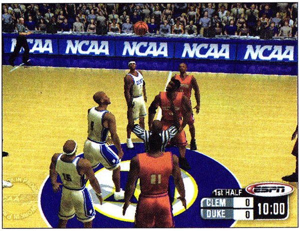
NCAA COLLEGE BASKETBALL 2K3

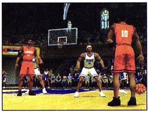
PLAY ONLINE

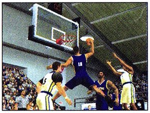
March Madness, Sega-style

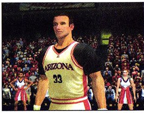
Buoyed by the superb *NBA 2K3* engine, **Sega**'s *NCAA College Basketball 2K3* certainly features a rock-solid gameplay foundation. But this **December** release definitely won't be for fans of ugly, thug-life NBA action. College ball is about running your system and working with role players and a deep bench. That's evident here and featured prominently in Legacy mode. Similar to Franchise or Dynasty options from other games, Legacy mode puts you in charge of the college program of your choice and lets you set your team's style of play; go finesse or physical, up-tempo or half-court, flash or fundamentals. Recruit small-town stars with big-time hoop dreams, and deal with players leaving early for the NBA. It's all very addictive. If walloping the CPU gets old, take NCAA online for grudge matches against prima-donna frat boys nationwide. Bust out your small-school favorites against powerhouses (more than 300 available!), and show them upsets don't only happen in March.











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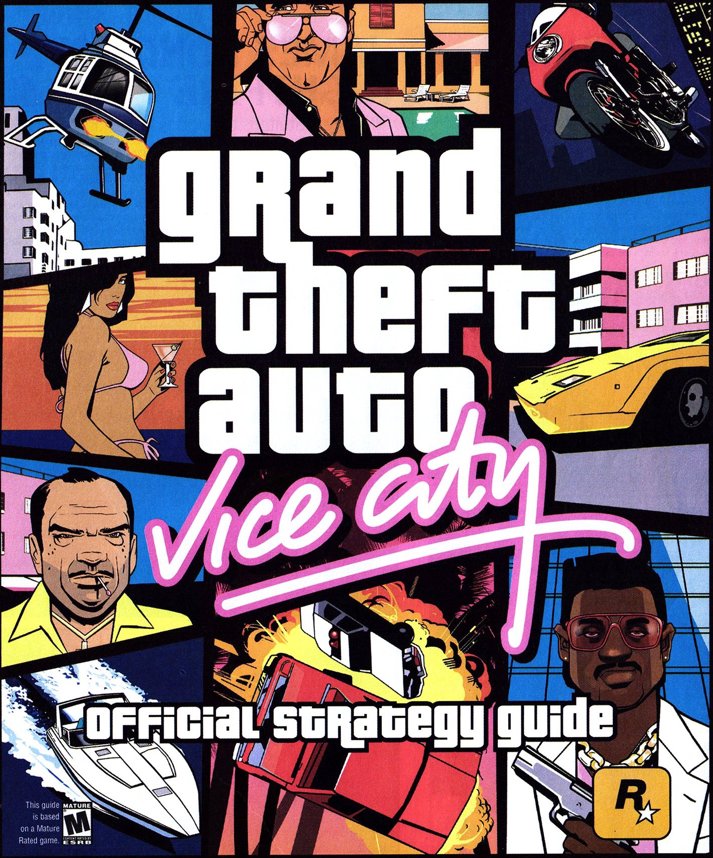
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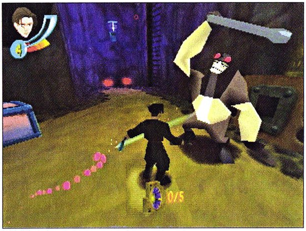
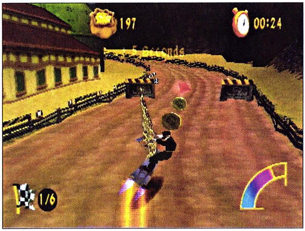
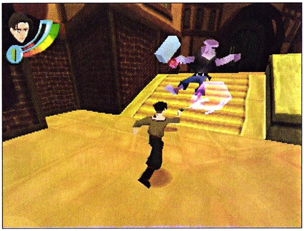
TREASURE PLANET

Yo ho ho and a bottle of space rum

You're going to want to sit down while we tell you about **Sony CEA**'s upcoming PSone game. Ready? It's a 3D platformer... based on a *Disney movie*! OK, that may not come as much of a shock, but *Treasure Planet* does boast a few unusual features—like actual voice talent from the actual movie, including the hysterical David Hyde Pierce as Dr. Doppler, who walks you (as film hero Jim Hawkins) through the first level of the game. It also includes a "protoplasmic shape shifter" named Morph who, uh, morphs into different useful items like a hang glider and speed boots. Look for both the movie and the game to hit in **November**.





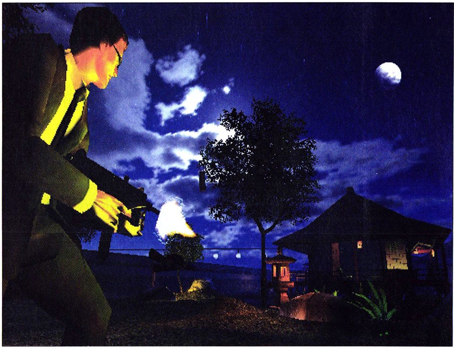


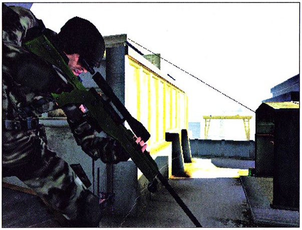
JAMES BOND 007: NIGHTFIRE

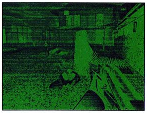
HANDS-ON PREVIEW

Gleefully gratuitous girls, guns and gadgets

If you're hoping to interact with a digital Halle Berry in this new Bond game, you might be disappointed—**EA**'s *NightFire* isn't based on the new 007 flick, *Die Another Day*. Like its predecessor, *Agent Under Fire*, this is a completely original adventure for the famous superspy. Thankfully, Ms. Berry's absence won't be noticed, as the developers have included three tantalizing temptresses of their own design. In addition to the lovely lady quotient, the visuals, soundtrack and gameplay have all received a substantial boost over *Agent*. At its core, *NightFire* still hearkens back to the glory days of *GoldenEye*, but a new focus on stealthy solutions and gadget-based puzzles rewards players who think before they shoot. Also, a surprising variety of vehicle stages helps to spice up the action. As expected, you and three friends can engage in some friendly fire in the robust multiplayer mode, which includes the option to play as some classic Bond villains. Bond shakes things up this **November**.

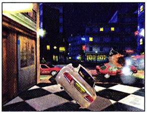


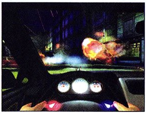


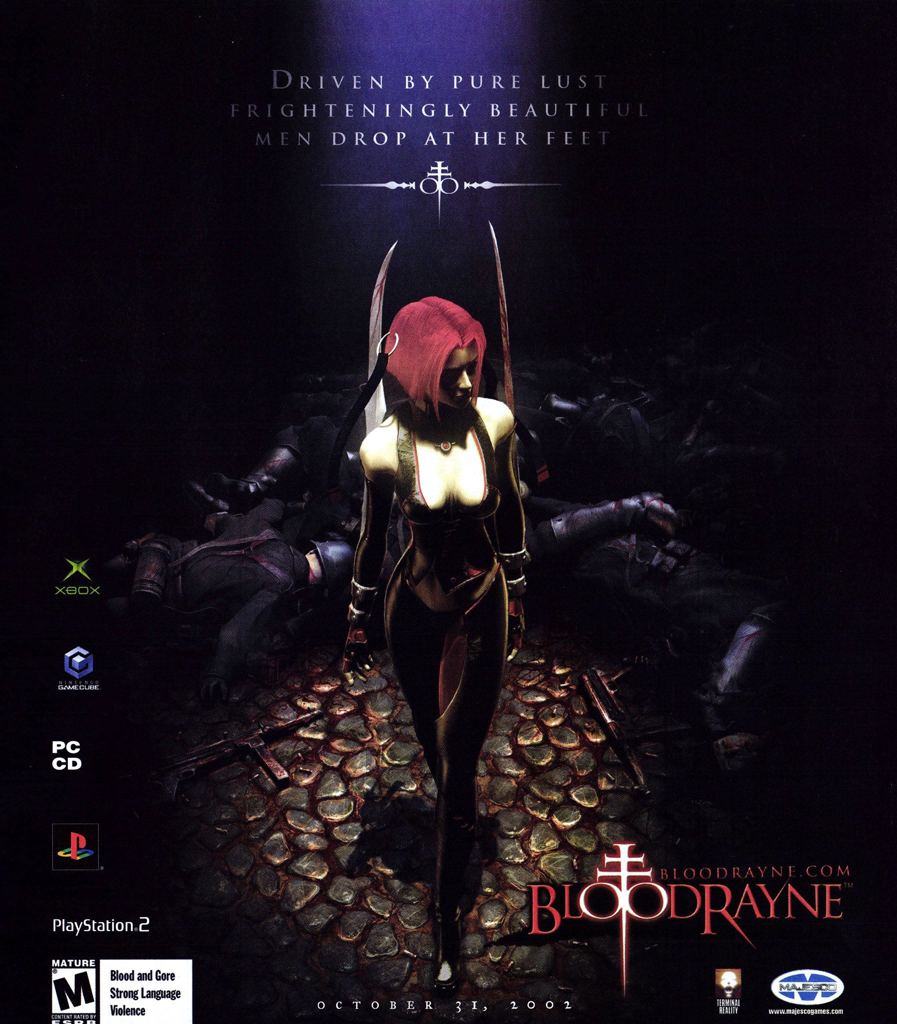


Cruisin'

Once again, driving levels have been included to add variety to the FPS action—and it's a good thing, too. The team behind *Need For Speed: Hot Pursuit 2* has adapted its engine into a wild, guns-blazing Bond driver.



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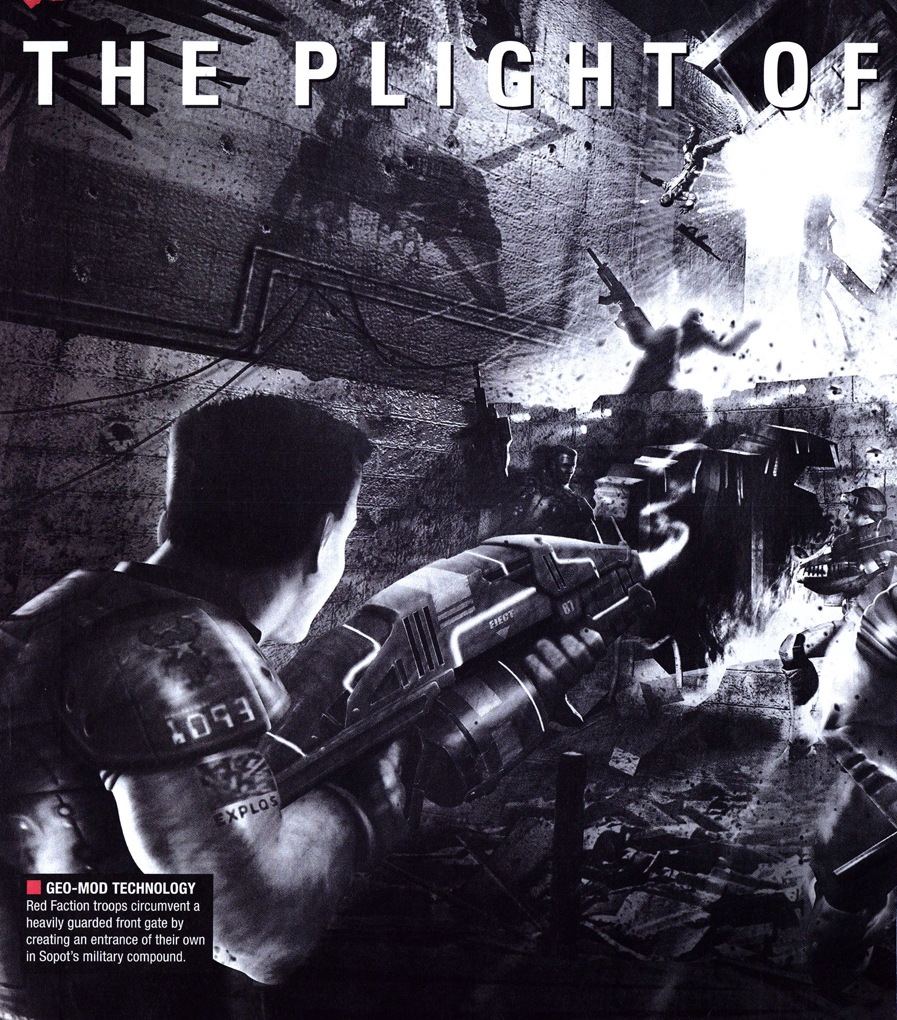

GEO-MOD TECHNOLOGY
Red Faction troops circumvent a heavily guarded front gate by creating an entrance of their own in Sopot's military compound.

THE RED FACTION®

CITY IN FLAMES
A distant shot of Sopot City, capital of the Commonwealth, where a conflict between the Red Faction rebels and the Dictatorship Government has resulted in mass destruction.

RED★FACTION II

COMMONWEALTH COUP

The Red Faction is using their entire arsenal in the latest attempt to overthrow

AMC-36
SOPOT CITY

Aesir Fighter 2.0

FROM THE AIR

The Red Faction customized Aesir is a maneuverable air assault vehicle equipped with optical zoom which allows for precise hits on enemy targets.

Drop Point *5:37am*
Troops assemble at the Sopot Harbor.

CIVILIAN UPRISING

After Sopot's forces withdrew from the main city, several Red Faction rebels raided Harbor Island and desecrated the symbolic statue of the dictator.

RED FACTION
II

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

For more up-to-the-minute coverage of the conflict, go to *www.redfaction2.com*

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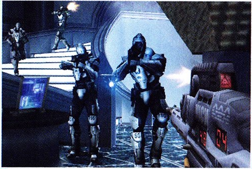
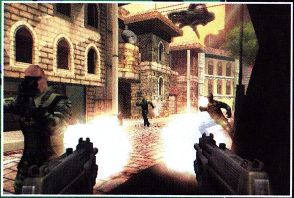
BREAKDOWN

D'ETAT

the Dictator Sopot.



Public Information Building *6:05am*
Commonwealth Elite Guards attempt to fend off the attacking Faction soldiers.

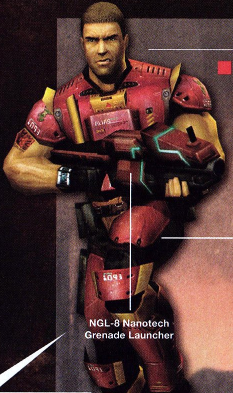


The Slums *6:22am*
Rebel soldiers continue to fight despite rumors of growing animosity between Faction leaders.

THE REBELS

SUPER SOLDIERS

ALIAS, the best of the Faction Super Soldiers, is shown here in demolition gear.



NGL-8 Nanotech Grenade Launcher
Demolition Charges
Battle Armored Personal Combat System

THE WEAPONRY

These are only a few of the many weapons at the disposal of the Red Faction army.

CMRD-32 MAGNETIC RAIL DRIVER

Fires metal slugs that go through just about any barrier without losing velocity. The targeting scope makes this weapon extremely accurate.

N.I.C.W. - NANOTECH INDIVIDUAL COMBAT WEAPON

Capable of delivering automatic armor-piercing rounds as well as launching grenades.

CAR-72 MILITARY ASSAULT RIFLE

A fully-automatic, high-powered rifle in a lightweight compact frame.

PlayStation®2

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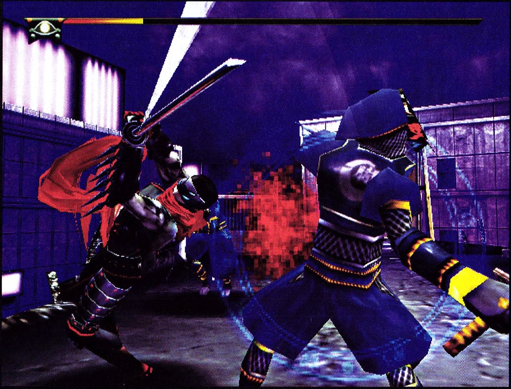
RETURN OF THE NINJA

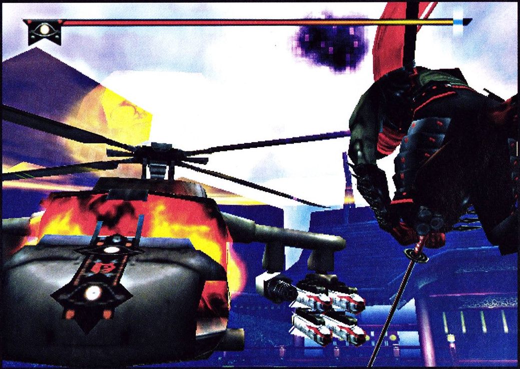
TRY AS YOU MIGHT, IT'S JUST NOT POSSIBLE
THERE'S NO DEFEATING ONE OF THEM
BECAUSE YOU CAN'T FIGHT WHAT YOU CAN'T SEE

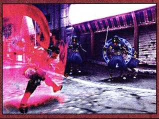
Since the early days of gaming, certain select franchises have been with us, managing to withstand the test of time. *Final Fantasy*. *Castlevania*. *Super Mario*. Spanning several generations of consoles, these stalwart series have proven time and time again that they can offer incredible interactive experiences while remaining true to their core gameplay values. Sega's *Shinobi* is another of these storied series. From its humble arcade roots in the mid-'80s, the franchise eventually graced various platforms, including the Nintendo Entertainment System, Sega Master System, Sega Genesis and Sega Saturn. Yet, despite Shinobi's rather robust history, the series has never *truly* lived up to its name.

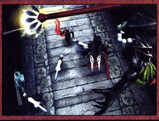
In Japanese, "shinobi" basically means "to be covert; to use stealth," something that's had little connection to the games themselves. In previous *Shinobi* titles, you controlled a ninja—you threw shurikens and you cast ninja magic—but stealth never played a role. Stealth—one of the key aspects of ninjitsu—was something that just couldn't be conveyed in 2D. Which is why when Sega decided to relaunch its prized franchise in 3D, stealth became the central aspect of the gameplay. Finally, you could dash around the screen without ever being seen. Finally, you could take out large groups of enemies without them even sensing your presence. Finally, you could really feel what it's like to be a ninja.



by Sam Kennedy







Shinobi's storyline revolves around the destruction of the Oboro Clan, of which Hotsuma is the leader. He vows to avenge the deaths of his fellow clansmen, and along the way runs into a twisting story of love, death and betrayal.

After reigning supreme as one of gaming's strongest franchises in the late '80s and early '90s, Shinobi pretty much fell off the face of the earth. Blame it on the advent of 3D games, which caused a major dilemma for Sega. See, Shinobi had always been a strictly 2D affair—its core gameplay was centered around movements and attacks that were only viable in 2D. And the last Shinobi title, *Shinobi Legions* for the Sega Saturn, had pretty much taken 2D as far as it could possibly go, using digitized character sprites and backgrounds.

Sega knew it had to take the series in new directions, but didn't know exactly how. "We tried coming up with plans for a new *Shinobi* several times in the past, for both the Saturn and the Dreamcast," says Takashi Uriu, producer of *Shinobi* at Sega's Overworks studio. "But we weren't really satisfied with our results on those machines. Either the hardware wasn't right or the timing wasn't right. Whatever the case, Shinobi is such a valuable franchise for Sega that we knew we couldn't afford any failure." So Sega waited. And waited. For seven full years. It wasn't until the company decided to abandon its Dreamcast console in favor of developing for multiple platforms that Overworks decided it could pull off the game it had in mind. And partnering *Shinobi*, one of Sega's strongest franchises, with the PS2, the No. 1 console, seemed like a natural fit. "The PS2 has the demographic we were most interested in, not to mention the largest share of the market, so we wanted to take advantage of that to really create a successful game," says Uriu.

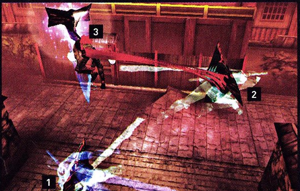
SEGA WAITED. AND WAITED. FOR SEVEN FULL YEARS.

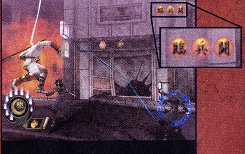
Sega realized it needed to completely relaunch its Shinobi franchise. After all, this would be the first Shinobi specifically developed by Sega for a console other than its own. What's more, the series had been gone for so long that it clearly needed a bold new direction. Sega had to establish that this wasn't simply a standard update to a tired franchise. It had to be

continued on page 140

MOVE LIKE A NINJA

The biggest gameplay addition to this *Shinobi* is your ability to move stealthily around the screen, and it's something that you're going to need to familiarize yourself with well in order to get anywhere in the game. You should use your Stealth Dash (X button) as much as possible to fool enemies (they'll mistake your shadow for you) and slice them from behind to inflict more damage. Plus, if you lock onto your foes with the R1 button, you can use your Steal Dash to warp right in front of them and deliver a quick blow—and you can do this repeatedly to take out multiple enemies in a combo. This is the easiest way to earn the special "tate" cut-scenes.





The Japanese Kanji symbols that appear in the top right-hand corner of your screen stand for enemies that are in your vicinity. If you manage to kill all of these enemies within a given time, you'll see the "tate" sequence.

HOW TO BE A BETTER GAMER

EVERYTHING ELSE COMES SECOND

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(Unless she's modeling her latest thong,
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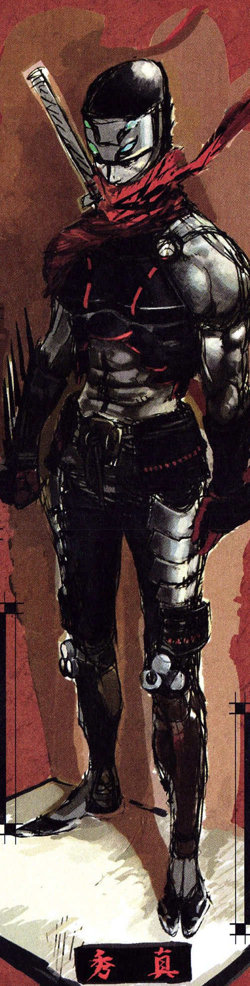
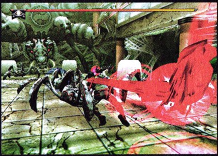
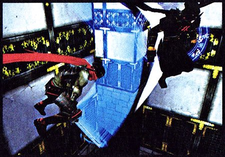
THE MAKING OF A HERO

Hotsuma didn't become the star of this new *Shinobi* based on his looks alone. Check out some of what makes him such as ninja super-stud. It's the kind of stuff that onetime *Shinobi* star Joe Musashi could only dream of!

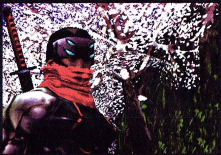




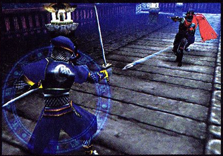
Besides keeping him warm on a brisk Tokyo night, Hotsuma's scarf serves no real purpose. Other than, you know, making him the most stylish ninja in town.



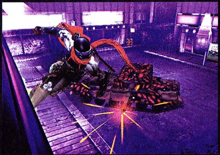
Hotsuma's sword Akujiki actually comes to life partway through the game. Akujiki feeds on the souls of whomever it comes in contact with.



The four holes that look like eyes on Hotsuma's mask are a sign of the Oboro clan. They also help to intimidate enemies.

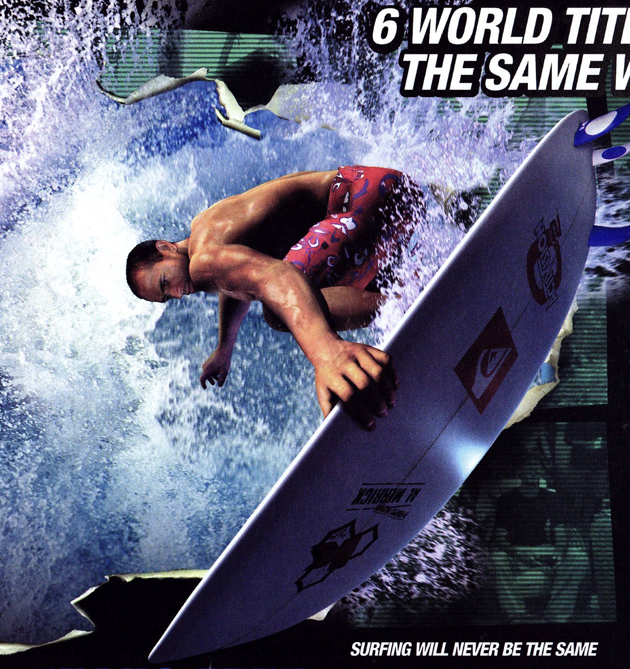


The shuriken blades that Hotsuma keeps on his forearms are not only great for attacking enemies from a distance, but also help him cling to walls.



Hotsuma's split-toe shoes are specially designed to cling to walls. You too can be a ninja. Check out www.nike.com for a pair of kicks just like that.

6 WORLD TITLES, NEVER THE SAME WAVE TWICE.



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9 modes of play including 2-player PUSH™ mode.

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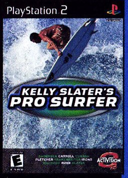
KELLY SLATER'S PRO SURFER®

"HANG TEN" IN HAWAII



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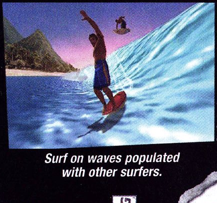

PlayStation 2 computer entertainment system screenshots shown.

Surf on waves populated with other surfers.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics
Mild Violence

PlayStation 2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE TREYARCH HOTGEN STUDIOS

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something entirely new. One of the ways to make this point was to simply call the game *Shinobi*. No suffix to go with it. Not *Shinobi 5*. Not *Shinobi: The Return*. Just *Shinobi*. "We wanted to have a fresh start for a new *Shinobi* series, so that's why we decided to have that simple and pure name," Uriu says. Sega also wanted a new hero to replace Joe Musashi, who had been the star of almost every installment up until now. "We believe that Joe Musashi is pretty much outdated, both in terms of his name and character design," explains Uriu. "We've got a brand-new game on a brand-new platform, so we thought a brand-new character was also in order. Of course, Joe Musashi is quite well known, but if we featured him in this game, it might have brought back a lot of nostalgia for some people, something that we didn't really want. Also, we kind of figured that the percentage of users who would actually feel strongly about us keeping Musashi would be an extreme minority. We didn't mean to think lightly of him, it's just that he didn't really fit our purpose."

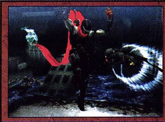
Which is where Hotsuma, star of this new *Shinobi*, comes in. According to Uriu, Hotsuma is a much cooler-looking character who was designed to showcase a lot of the new abilities Uriu and his team had envisioned for the game. They knew, for example, that Hotsuma ought to move quickly around the screen, so he was given a bright red scarf that would help people keep track of him. "We wanted something that would not only be eye-catching, but would be effective in motion," says Uriu. "Even from a distance, you can easily spot him." The scarf, though, wouldn't have ended up being half as long as it is in the final game were it not for a quirky practical joke. "One day, one of our producers went in and changed the code to make the scarf all super long to be funny," Uriu tells. "At first we laughed, but as we played with it like that for a little while, we found that it was actually quite beautiful. And when we went back to the normal version, we found that we missed it—it made it a lot easier to grasp the movement of the character. So we went with the longer scarf, and in fact even lengthened it some more as time went on."

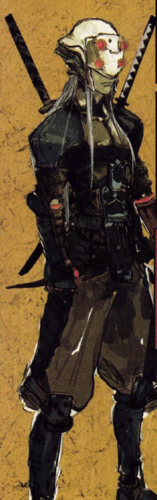
Another thing that Uriu and his team wanted for Hotsuma was a stealth dash—something that would allow him to outpace his enemies, leaving them confused by the chaos. This stealth dash would leave behind ghost images, which enemies would mistake for Hotsuma. Striking a group of befuddled baddies in succession would then allow you to perform what the Japanese call tate (pronounced tah-tay). "Tate is something we team members have grown up seeing in samurai movies," Uriu says. "It's when you kill a lot of people quickly without them knowing. This is something we knew we had to express in the game ever since we started the project."

But since *Shinobi* would be presented in 3D, the team also knew it would need to re-examine what might have been some of Hotsuma's basic moves. In previous games, for example, Joe Musashi's main attack was a projectile weapon, the shuriken. But since it's much more difficult to target in 3D when compared with a strict 2D plane, the focus shifted from the shuriken to the katana sword. It's still possible to throw shurikens (and even to toss out multiple shurikens during a double-jump), but they're no longer as powerful or prevalent—the focus is clearly on the sword.

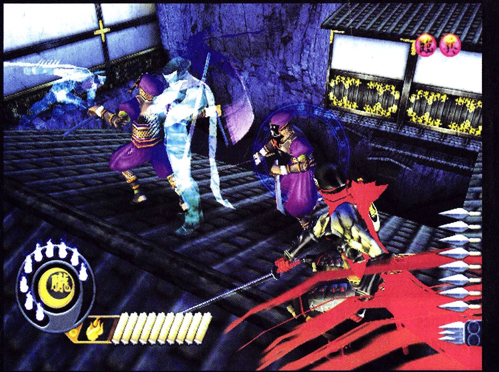
For both attacks, though, the team decided to implement a lock-on function, which would allow Hotsuma to perform concise strikes on enemies

JOE MUSASHI IS PRETTY MUCH OUTDATED. WE'VE GOT A BRAND NEW GAME ON A BRAND NEW PLATFORM, SO A BRAND NEW CHARACTER WAS ALSO IN ORDER.



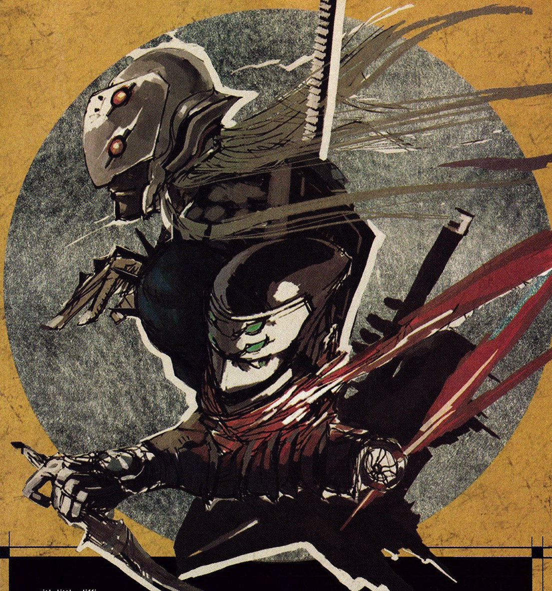


One of *Shinobi's* central themes is Hotsuma's relationship with his brother Moritsune. A recently released comic book from Dark Horse called *Shinobi: The Rise of Hotsuma* explores this topic further. Check it out at www.darkhorse.com.



AFFECTED BY 9/11

It's one of the coolest CG sequences in the game—Hotsuma jumps from a helicopter and slices through an entire skyscraper to slow his descent—but it used to be even cooler. "The building was originally supposed to completely fall apart behind him," says Uriu, "but after Sept. 11 happened, we decided not to show that. It still gets damaged now, but doesn't fall in two."



with little difficulty. According to Uriu, making the game feel as if it's not too complex was extremely important. "Even though the gameplay has changed and gotten more complex, we really wanted it to feel very similar to the older ones." And this, the team has without a doubt accomplished. In this respect, *Shinobi* is a brilliant achievement. You can zoom all over the screen, perform acrobatic feats, slash enemies from all angles—and pull it all off within a matter of seconds. More important, you can do it all without thinking. After a while, it becomes second nature—and it truly feels beautiful. "What we wanted the gamers to feel while they're dashing through enemies, cutting and evading them, is that they succeeded in moving exactly as they would have wanted to," Uriu says. "I want them to think to themselves, 'Wow, I'm such an amazing player!' Even if they really aren't, I want them to feel like they are. Maybe they can call their moms and say, 'Hey, check out what I've done!' That's the kind of feeling I wanted, and that's where we put in the most amount of effort in this game."

Shinobi also feels so good because the action rarely ever slows down—a big emphasis for Uriu, who says there just aren't many true action games anymore. "Many of today's action/adventure games are really only about 20 percent action," he claims. "The rest of the 80 percent is really just adventure. Half of the time you're just running around searching for keys to unlock doors." Uriu is baffled by a lot of these other games. "You have this big, macho character who's required to run around and find a key to open a door. Please, somebody tell me: Why doesn't he just break down the door in the first place?! Or in other games you'll see a character that can't even jump. How on earth can you have an action game with a character that can't jump?" It's this focus on pure action that Uriu says sets his game apart from the rest. "Right now with 3D action/adventure games, it's very rare to see something like *Shinobi*—something where it's really all about the action."

Still, the story and adventure elements weren't entirely forgotten. "We know the market for action games isn't that big, so we still had to have the adventure part," Uriu admits. "But in our case, it's a little different. We put in drama, sure, but it's in story sequences. It's human drama. We don't have you running around looking for keys. Also, we have huge maps with multiple paths, so in that sense you do get adventure elements. I'd say our game is about 60 percent action with 40 percent adventure. The way it should be."

Unlike past *Shinobi*s, this new installment does a masterful job of incorporating story elements into the gameplay. Whereas previous *Shinobi* games gave you a little blip about why you were heading toward the next stage, this game has quick story segments built into every other turn. They're

HISTORY OF SHINOBI

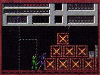
SHINOBI (1987) Arcade
The one that started it all for Joe Musashi. Eventually ported to a variety of home platforms, including the Sega Master System, Amiga, Commodore 64 and Nintendo Entertainment System.

SEGA
SHINOBI

SHINOBI (1988) Tiger Handheld
As with other big franchises at the time (*Castlevania*, *Mega Man*, etc.), Tiger Electronics produced a dumbed-down handheld game based on *Shinobi*.

REVENGE OF SHINOBI (1989) Sega Genesis
Known as *Super Shinobi* in Japan, this introduced many of the series' mainstays, like the multiple shuriken toss and the double-jump.

THE CYBER SHINOBI (1989) Sega Master System
Sega decided to make a sequel to the original *Shinobi* for people who didn't yet have the Genesis. Although its visuals were better, the original was still a much more enjoyable game.



SHADOW DANCER (1990) Arcade
This arcade title introduced a new element to the series: a dog sidekick named Yamamoto. It was eventually ported to home consoles, including the Sega Master System, Atari ST, Amiga and C64.

SHADOW DANCER: SECRET OF SHINOBI (1990) Sega Genesis
Instead of simply porting the arcade *Shadow Dancer* to the Genesis, Sega redid the game, but retained certain elements.

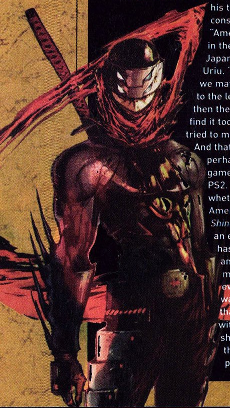
G.G. SHINOBI (1991) Game Gear
Sega decided that Shinobi would be a good title to attract people to its new handheld platform, but instead of simply porting one of the older games, it built one that would specifically look good on a small screen.

G.G. SHINOBI 2 (1992) Game Gear
Since the previous Game Gear game did quite well, Sega decided to go ahead with another installment. It looked and played very much the same.

SHINOBI III (1994) Sega Genesis
In this third *Shinobi* for the Genesis, not only could you run, jump-kick and climb on walls, but the game also mixed things up by letting you jet-ski and ride horses!

SHINOBI LEGIONS (1995) Sega Saturn
Known as *Shinobi-X* in Japan, this was one of Sega's flagship games for the Saturn. While it played similar to the previous games, this one used digitized graphics to make everything look supersharp.

delivered with high-quality CG movies featuring either English or Japanese voice-acting (and surprisingly decent voice-acting at that). And this story isn't just your average ninja-against-the-world type deal—it's very personal and always relevant. "It's a long and rather tragic story," claims Uriu. "It's not what you'd typically expect." Although the game is set in Tokyo and is suffused with a very Japanese style, Uriu believes the story will still appeal to American gamers. "Although I live in Japan, I spent a few years in New York, so I think I know a thing or two about American culture," he says. "I tried to incorporate that knowledge into the game. Plus, we worked really closely with Sega of America on this—more so than most games. We worked with them from the planning stages because this was actually a product that was more for the American gamers than the Japanese gamers. It's a Japanese-developed game that comes out in America before it comes out in Japan—how often do you hear that?"



Because *Shinobi* is a product created with the U.S. gamer in mind, there's one area that Uriu and his team had to carefully consider: the difficulty. "American gamers are better in their skills than the Japanese gamers," admits Uriu. "And we were told that if we match our game's difficulty to the level of Japanese gamers, then the American gamers will find it too easy. So we instead tried to make it really difficult." And that they have—*Shinobi* is perhaps the most challenging game ever created for the PS2. But Uriu claims that whether or not you have the American market in mind, *Shinobi* isn't supposed to be an easy game. "The series has a history of being hard, and we did not want to make an easy game that everyone can beat. We wanted to create a game that everyone can have fun with, sure—everyone should be able to enjoy themselves doing tate and playing some of the levels—but we expect people to get stuck. If people play it a lot, though, they will do better eventually. They can get through tricky parts, though it may take an hour or two of practice."

What makes *Shinobi* so deviously difficult, though—aside from some sadistically tough enemies and bosses—is the way the game seems designed to get you. Your sword, for example, will eat away at your health if you fail to feed it the blood of another victim in a given time. According to Uriu, this is an integral element to the game's pacing. "I and my team believe one of the biggest disadvantages of action games currently on the market is that, as the players get better and better at them, they can actually clear most of the game without even needing to fight a lot of the enemies. Games that should normally take five to 10 hours can thus be completed in about an hour's time." He thinks this makes the player wonder about whether a game is supposed to be that short. "For us creators, it doesn't give us very much satisfaction. The idea of the sword getting hungry and stealing your energy unless you feed it is our solution to this problem. You can't simply run through the game."

> "I WANT PEOPLE TO THINK TO THEMSELVES, 'WOW, I'M SUCH AN AMAZING PLAYER!' EVEN IF THEY AREN'T I WANT THEM TO FEEL LIKE THEY ARE."

Not that you really could run through it, anyway. With no checkpoints in its levels, *Shinobi* makes you take extra special care not to make any wrong moves at any point, out of fear of being sent all the way back to the beginning. Spend a half an hour getting through a level only to fall in a hole at the very end and, yes, you will have to play that entire portion over again. Uriu admits this can be frustrating, but that's a feeling he actually wants to evoke. "Yes, we had experimented with using checkpoints, but we decided not to go that route, and here's why: We believe that each stage represents one episode, or one play. You start from the beginning and face a lot of difficulties during the course of the stage and build up

UNLOCKABLES

Hidden throughout *Shinobi* are small coins that bear the Oboro Clan symbol. Collecting them will open up a bunch of cool stuff, ranging from movies to secret levels. Be warned, though: In order to collect all of the coins, you're going to need to play the game on all three difficulty settings!

Movie Gallery (10 Coins)

Watch all of the many stunning CG cut-scenes from the game.

Art Gallery (20 Coins)

Check out a lot of the artwork that went into the game (and this feature).

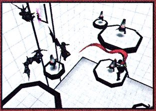
Moritsune (30 Coins)

Play the game as Hotsuma's equally skilled brother Moritsune.

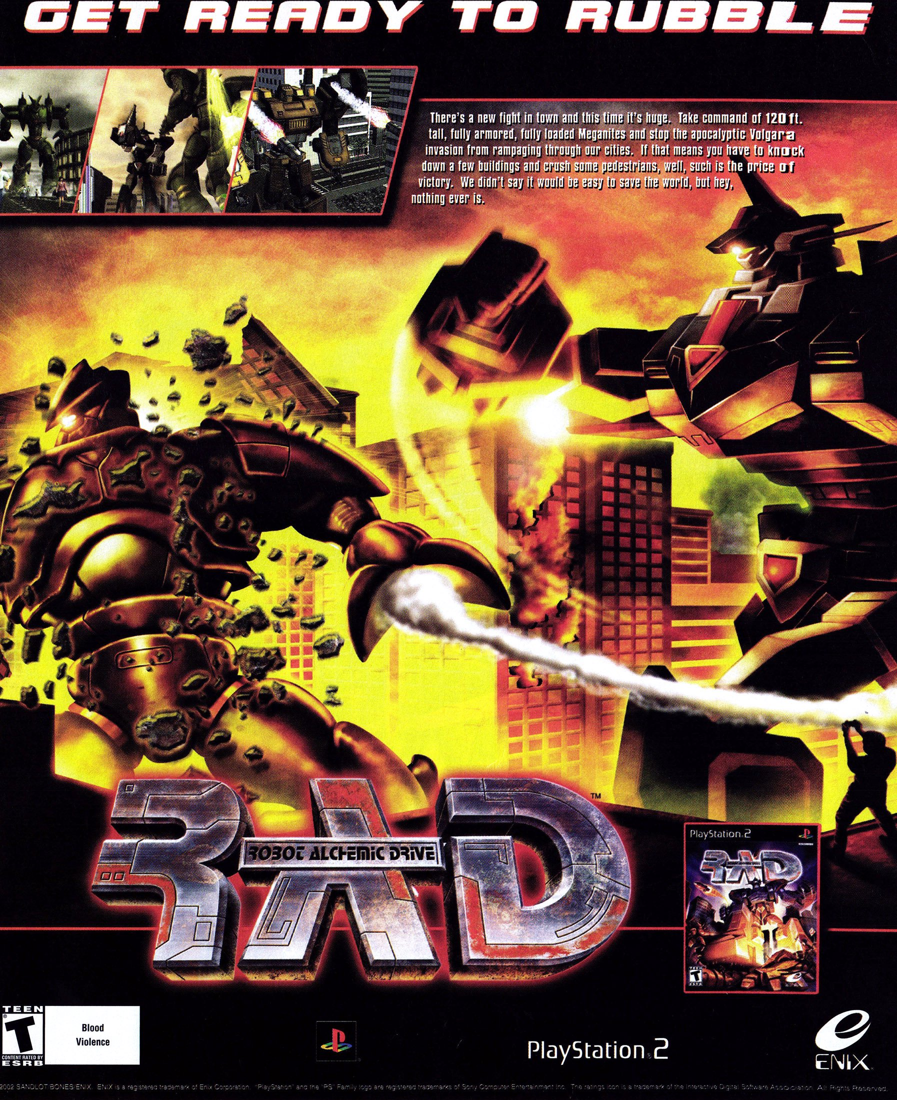
Joe Musashi (40 Coins)

The original ninja is back! And he's got some new moves!

Challenge Mode (50 Coins)



Play three secret VR-style missions that will *really* test your skills.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There's a new fight in town and this time it's huge. Take command of 120 ft. tall, fully armored, fully loaded Meganites and stop the apocalyptic Volgara invasion from rampaging through our cities. If that means you have to knock down a few buildings and crush some pedestrians, well, such is the price of victory. We didn't say it would be easy to save the world, but hey, nothing ever is.

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your tension as you near the end. If you see a hole at the end of the stage, you're going to get really frightened that you might fall in—all that work would be for nothing. It's that intensity I want. It wouldn't be the same if we just set you off again right in front of that hole."

Unfortunately, whether Uriu realizes it or not, these elements of difficulty actually hinder the game in parts. In fact, there are times when they make it an outright chore to play. But these aren't the only problems with *Shinobi*—as you'll read in the review a few pages later, *Shinobi* is a flawed game. Not a bad game, mind you, just a flawed one. But read on and you'll also find out why that, in terms of gameplay, it's still one of the best things we've ever laid our hands on, and one that every hardcore gamer should at least check out. There are moments in *Shinobi* that just scream utter brilliance—moments that had us shouting that this truly is the next-generation *Shinobi* we've all been waiting for. Yet, it's these same moments that make us start to think about the next PS2 *Shinobi* installment, which Uriu admits is already in planning stages. After all, he and his team have already created a superb gameplay engine here—there's no denying that. They just need to set it to a sequel that manages to fix up some of the problems with the current game. If they can do that, we should be in store for something truly special.

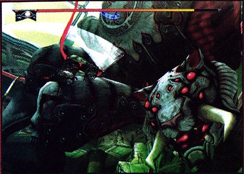
Of course, having a sequel to this game raises the question: If this is already simply called *Shinobi*, what then will Sega name the next one? Will it become *Shinobi 2*?

"I'm not really sure what we'll do," Uriu says, laughing. "If you come up with an idea, please let us know!"

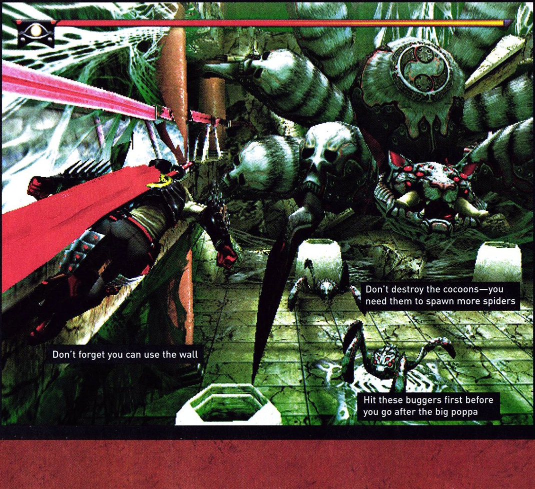
> THE SERIES HAS A HISTORY OF BEING HARD, AND WE DID NOT WANT TO MAKE AN EASY GAME THAT EVERYONE CAN BEAT. WE EXPECT PEOPLE TO GET STUCK.

USING AKUJIKI

There comes a point in *Shinobi* where your katana sword Akujiki will awaken and thirst for the blood of your enemies (or you, if you're not careful). You can use this to your advantage, though. Attack enemies repeatedly in succession and Akujiki will start to glow and become stronger, allowing you to take them out with fewer blows. This strategy is integral not only for vanquishing larger enemies like tanks, but also for bosses, who almost always send henchmen after you. Take out as many of these henchmen as possible right in a row to charge up Akujiki, and then immediately go after the boss. If you manage to hit the boss in time, you'll deliver a devastating blow. In fact, it's entirely possible to kill bosses with only one hit if you pull this off correctly!



On bosses such as the giant spider Shirakumo, make sure to power up your sword by first hitting all of the smaller spiders, and then strike at his weak point.



Don't destroy the cocoons—you need them to spawn more spiders

Don't forget you can use the wall

Hit these buggers first before you go after the big poppa

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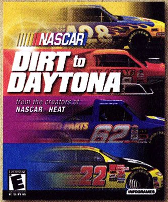

EVERYONE E CONTENT RATED BY ESRB

PlayStation.2

NINTENDO GAMECUBE

DIRT
MODIFIED
TRUCK
CUP

DIRT TO DAY

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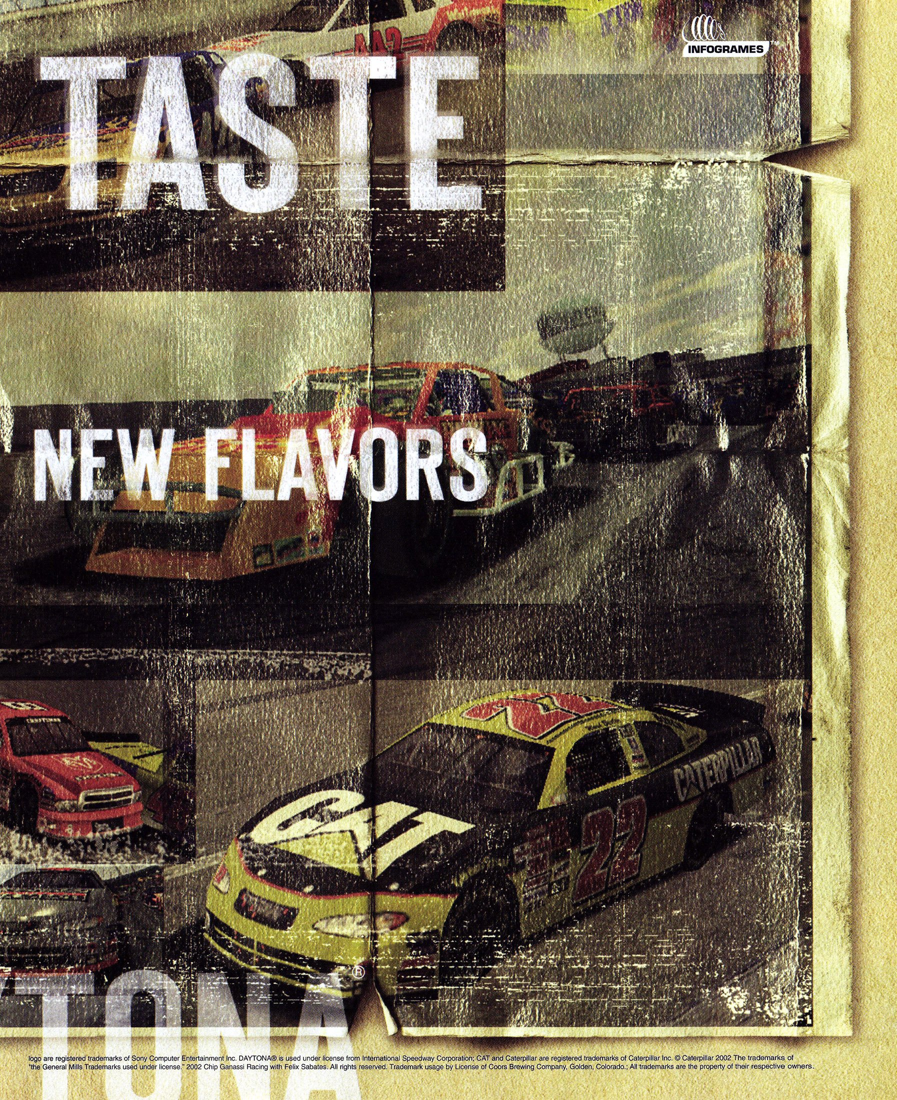

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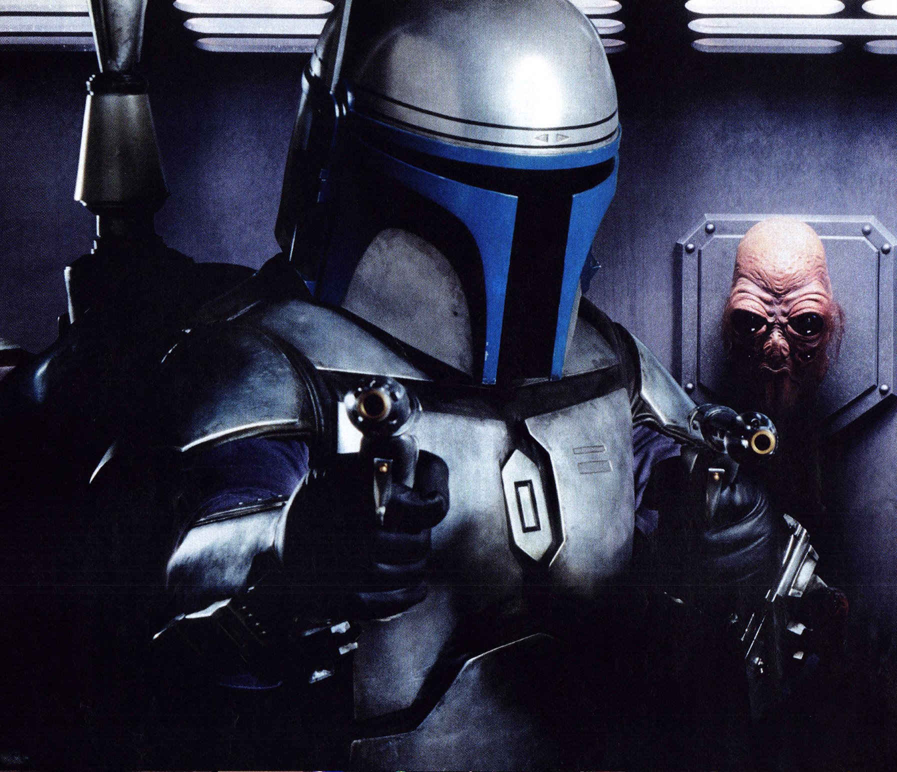

TEEN
T
CONTENT RATED BY
ESRB

Violence

NINTENDO
GAMECUBE

PlayStation 2

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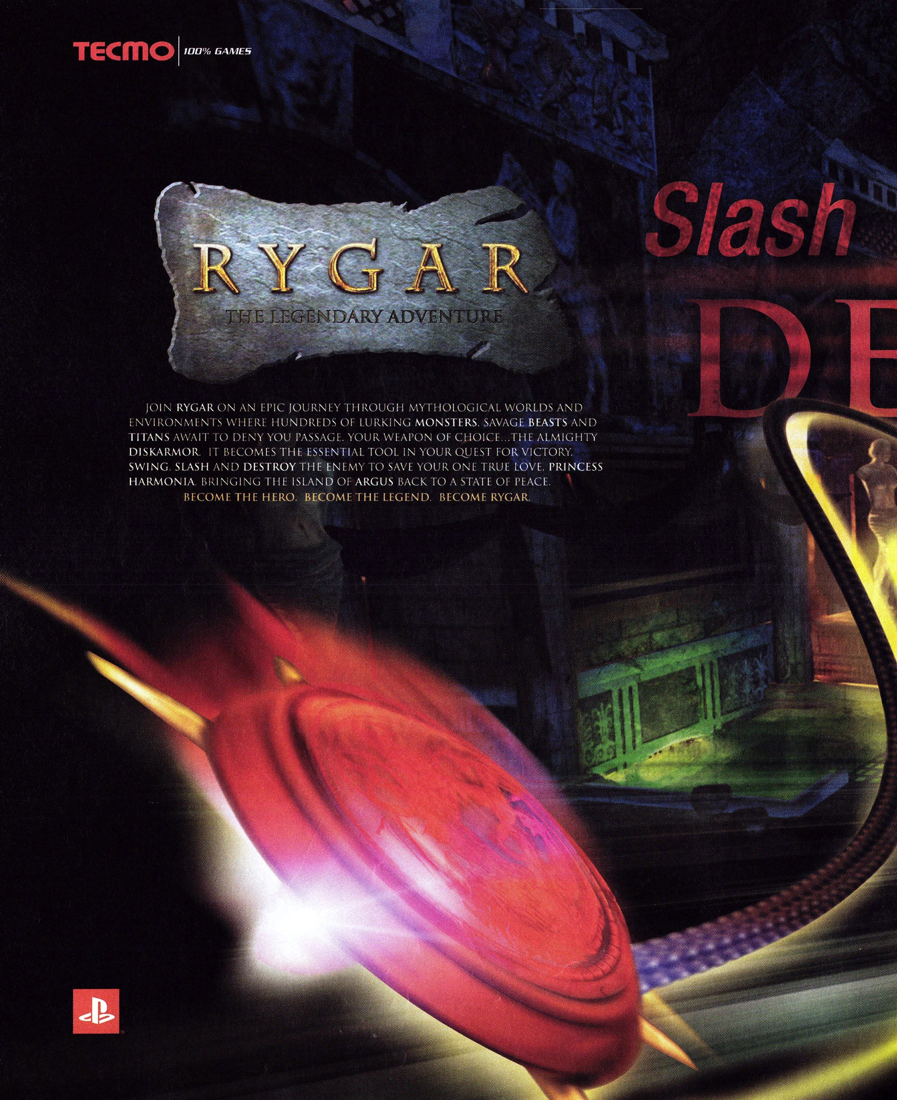
RYGAR

THE LEGENDARY ADVENTURE



JOIN **RYGAR** ON AN EPIC JOURNEY THROUGH MYTHOLOGICAL WORLDS AND ENVIRONMENTS WHERE HUNDREDS OF LURKING **MONSTERS**, SAVAGE **BEASTS** AND **TITANS** AWAIT TO DENY YOU PASSAGE. YOUR WEAPON OF CHOICE...THE ALMIGHTY **DISKARMOR**. IT BECOMES THE ESSENTIAL TOOL IN YOUR QUEST FOR VICTORY. **SWING**, **SLASH** AND **DESTROY** THE ENEMY TO SAVE YOUR ONE TRUE LOVE, **PRINCESS HARMONIA**, BRINGING THE ISLAND OF **ARGUS** BACK TO A STATE OF PEACE.

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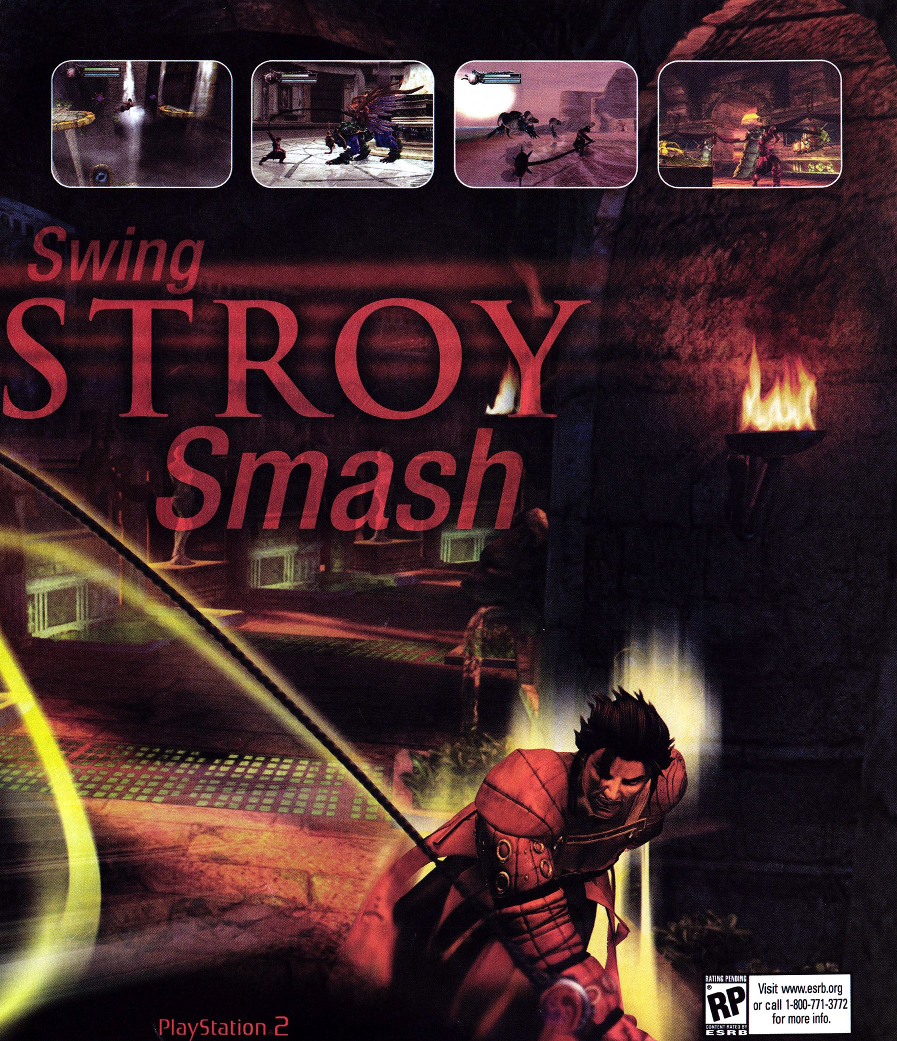
Swing
STROY
Smash
RATING PENDING
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PlayStation 2

Tecmo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 *p* (310) 944-5005 *f* (310) 944-3344 Rygar: The Legendary Adventure™. ©Tecmo, LTD 2002. Tecmo® and the Tecmo logo are registered trademarks of Tecmo LTD. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

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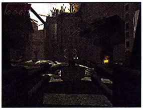
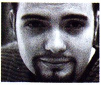


THE **FINAL SCORE**

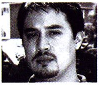
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



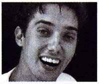
JOHN DAVISON
Faced with the prospect of being trapped for a week with his in-laws this holiday, John had a revelation: He'll take a PS2 and *Vice City*.



GARY STEINMAN
Gary's been prancing around in short shorts and a tube top. "If Yuna can change her look, so can I," he said to his creeped-out co-workers.

JOE RYBICKI
Joe got so into blasting away at exploding monkeys in *TimeSplitters 2* that he got banned from the San Francisco Zoo. For life.

CHRIS BAKER
Excitement over *Lord of the Rings* had Chris repeating, "I am C-Bake, son of R-Bake"...then realizing how stupid that sounded.

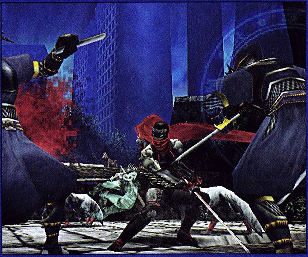


TODD ZUNIGA
Todd spent the month living in an aquarium, playing *GTA: Vice City* around the clock. His social skills are quickly diminishing.

SAM KENNEDY
Having just picked up an ocean-blue PS2 in Japan, Sam almost wet himself when he saw the even cooler milky-white one at TGS. He wants it, too!

SHINOBI

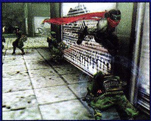
The path to true happiness is paved with frustration



Publisher Sega
Developer Sega OverWorks
Web Site www.sega.com

I don't think I've ever tried to force myself to love a game so much in my life as I have with *Shinobi*. I've wanted to love this game so much that, as I've played it, I've continually tried to overlook any of its faults or any of my frustrations with it. Now, perhaps some of this could be a result of my being such a fan of the series and having some personal attachments to it—maybe just a bit. But my real dilemma—and my real reason for wanting to love this game so much—is that, at its core, *Shinobi* is one of the best-playing games I've ever laid hands on. **Strictly in terms of gameplay, it's a work of art.** And it's because of this that I've had to continually ask myself, is it still OK to give a positive score to a game that you know is fundamentally flawed? Is it still OK to recommend a game that you know will ultimately frustrate players to no end? Those are the questions I've had to ask myself over and over the past few weeks, and as you read on, maybe you'll see why this has been on my mind.

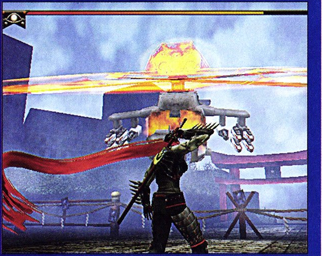
There's no denying that Sega has done an admirable job bringing the Shinobi series into 3D. So many other 2D franchises have made the leap to 3D and have, in the process, lost everything that made them special in the first place—not so here. ***Shinobi* plays just as fast as its 2D counterparts** (faster, actually) and, as you may have read in this month's feature, remains completely focused on action. This time around, the emphasis is placed on Hatsuma's katana sword rather than his shurikens (you know, those deadly throwing knives ninjas like so much), but this makes perfect sense for the viewing perspective and is actually a welcome change for the franchise.



Shinobi is a really great-looking game, too. **It's absolutely mesmerizing to watch a good player controlling Hotsuma**—he'll zoom every which way, perform incredible acrobatic feats and generally just do lots of badass moves. Plus, there's Hotsuma's incredible flowing scarf, which is so beautiful in motion. The game's actual graphics engine isn't quite as smooth as some might hope for (floors and objects tend to have a little bit of a jagged-edged look to them at times), but the overall crispness of the visuals seems to make up for this. The game's CG movies are also pretty good, and there are some definitely cool anime-inspired sequences that you'll see as you go through the game.

As I mentioned earlier, where this title really shines is in the gameplay department. ***Shinobi* is just one of those games that you know feels good from the second you pick up the controller.** Hotsuma is a cinch to control, and it's possible to pull off lots of incredible-looking attacks with the slightest ease. But it's not until you start pulling off lots of combos and acclimating yourself to Hotsuma's many moves that the game really starts to shine. It's a truly beautiful thing when you get to the point at which all of Hotsuma's moves and combos come naturally.

One of the neat things about *Shinobi* is that it teaches you a lot as you go. Levels and bosses are designed to constantly challenge you in new ways so that you'll have to master new moves and combinations. It's quite smart in the way it's all set up, especially since it never once has to actually spell things out for you. You learn on your

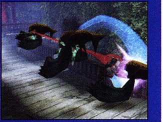


own: If you pull off what the game wants you to, you'll make your life easy. If you don't, prepare for a tough time.

Unfortunately, *Shinobi* stumbles in its level and enemy designs. Not only are a lot of the level themes generic (rooftop level, fire level, water level, etc.), but so are the ways the levels are actually mapped out (run down a hallway to enter a room, fight the enemies, repeat). There's not much diversity to the environments within the levels, either—in fact, it's not uncommon to see elements repeated as you go. Aside from bosses, most of the enemy designs aren't all that interesting. And enemies, too, are repeated way too often.

Then there's the game's difficulty. Plain and simply, it's too hard. Those of you looking for a good challenge may welcome this, but average gamers will simply find it too difficult for them. But even if you are a seasoned gamer, the game is still guaranteed to frustrate you. As you may have read in the feature, **levels don't have checkpoints, so if you die right before the end of one, you have to go all the way back to the beginning. This sucks.** Especially in levels that are filled with pits you can fall into. I can't begin to tell you how frustrated this game made me—were it not for the awesome gameplay, I simply would have given up.

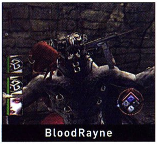
And that, right there, is basically my dilemma with *Shinobi*: It's so fun to play and so incredibly frustrating, all at once. I want to recommend this game to people because it's one of the coolest games I've ever played... but can I recommend a game that lots of people may not be able to finish? Or may not even care to? Yes, I can, and yes, I will. *Shinobi* is great game—despite being a flawed one. I've learned to love it, and perhaps you can too.



Final Score ●●●◖

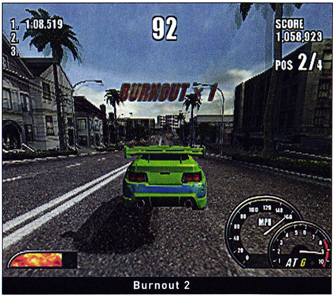
Sam Kennedy

Players: 1
Memory Card: 363 KB



BloodRayne

BloodRayne



Burnout 2

BloodRayne

Publisher Majesco
Developer Terminal Reality
Web Site www.majesco.com

Who would have guessed that the first Majesco PS2 title not to not suck would be a vampire game? If you're willing to overlook its **average graphics, clipping issues and awful camera** (why can't I look to my side without moving the character?), *BloodRayne* might surprise you as one of the best bloodsucking adventures outside of Nosgoth.

If Blade bit Indiana Jones while he was impregnating Lara Croft, Rayne would be the fully gestated result. *BloodRayne* places this sexy half-vamp in an engrossing quest to halt a Nazi plot. Killer action ensues, with combat relying not on button combos to keep things interesting, but instead on variety in your assault methods. Aside from Rayne's trademark arm blades, she's also quite handy with the guns acquired from those she defeats. And by using her harpoon knife in a *Mortal Kombat*, "get over here" style, she can yank over and suck the blood of many a nemesis. All of of these elements combine to make **a fast-paced, invigorating experience** that's enhanced by some cool details, like watching a Nazi retreat in agony after you've sliced off his arm, witnessing the slow progression of environmental damage in boss fights, or seeing all carnage stay where it is (as in *Baldur's Gate*).

Majesco wants a legitimate franchise in *BloodRayne*. It just might have one.

Final Score ●●●●

Chris Baker

Players: 1
Memory Card: 64 KB

Burnout 2: Point of Impact

Publisher Acclaim
Developer Criterion
Web Site www.acclaim.com

Some racing games are full-on simulations, and some are nothing but pure, accessible fun. The original *Burnout* leaned very heavily in favor of the latter, and its sequel leans even further. There's no poncing around with car setups or gear ratios—you just get in the car, floor the gas and try to avoid colliding with all the traffic.

If you played the original, you'll be pleased to know that the basic structure is very similar. Driving like a crazy bastard is actively encouraged, but you have to stay within the realms of sanity in order to pull off the big thrill of the game. Power slide around enough corners and avoid collisions while hurtling toward oncoming traffic and your adrenaline will crank up to a point that it somehow allows your car to cruise at warp speed. In the first game, achieving this transcendental state was pretty tough, but if you play like a pro in *B2*, you'll actually find yourself north of 130mph for a lot of the (usually quite lengthy) race.

As in the first game, **if you fail to stay out of trouble, the crashes are spectacular**. Bits fall off, metal crumples, wheels bounce down the street and the camera does lots of funky things to make it all suitably dramatic. Being an impatient sort, my only quibble with this (albeit pretty) effect is that it ruins the pace of the race. Yes, yes, I know that's what crashes tend to do—but when I'm really "in the zone," I just want to get back into the thick of the race. Pointing and laughing at the spectacular explosion of automotive muscle gets old fast. Maybe that's just me, though.

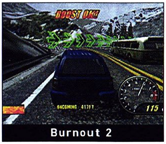
If last year's game suffered in any areas, it was mainly that there wasn't an awful lot going on beyond the basic racing. *B2* mixes things up a little by offering a cop-chase mode, but **it does tend to come across as a little half-hearted**. There are more cars to choose from this time, too. While none of them are licensed, there are some passable impersonations of everything from a Civic Type-R to a Viper, and even an F150 Lightning (yep, there are trucks, too!).

If you like idea of racing but don't want to make the commitment to something like *GT3*, *B2* will satiate your need for speed.

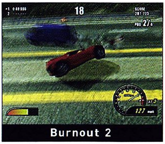
Final Score ●●●●

John Davison

Players: 1-2
Memory Card: 124KB



Burnout 2

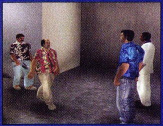


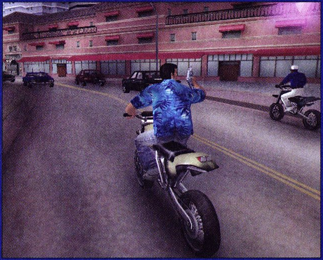
Burnout 2

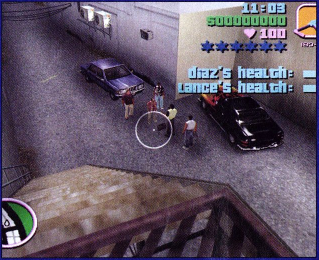
GRAND THEFT AUTO: VICE CITY

It's everything you've ever wanted, with twists you can't imagine

boat health:







Publisher Rockstar
Developer Rockstar North
Web Site www.rockstargames.com

Be warned: It starts slow. It starts slow and it feels like *GTA3.5*—and though you may be OK with that, you won't *love* it right away. Just so you know. That said, once you get into it, once you've played it for a few hours, *Grand Theft Auto: Vice City* will knock your espadrilles off. **The game will twist and turn, surprise and captivate, and surpass any expectations you might have conjured up.**

It's *Scarface*; *Goodfellas*; *Sharky's Machine*; *Pulp Fiction*; *Lock, Stock and Two Smoking Barrels*; *Heat*; *Manhunter*; and *Miami Vice* all super-glued together to make gaming's most airtight gangster experience. Better yet, it's set in the '80s, which gives it an irrefutable identity that will make you crave a zebra-striped shirt, Michael Jackson's *Thriller* album and acid-washed jeans. Well, one of those three, at least.

After playing enough *Vice City*, I want to *be* Tommy Vercetti the way I secretly (and ashamedly) want to be Michael Corleone, Tony Montana and Christopher Moltisanti. I know it's stupid. I'd get whacked way before I got made. But for me, mob characters with layers are up there with comedians with subtlety and pro athletes with intellect. Vercetti's not just a tough guy. He's got wit, presence, street smarts and style. My loving him, feeling connected to him and wanting to *be* him shows off one of the games great cinematic coups. Now that there's a main character with a voice, ambition and motivation, I feel more connected to the game than ever. I always wanted to like the idea of the main character in *GTA3* being me, but it didn't work. With Vercetti, I feel like I'm watching a film, controlling a film, and there's a snide, snarky character to keep me interested in what's going to happen next.

SAME OLD STORY?

Since it starts slow and **feels like a *GTA3* update at first,** you might be worried that *Vice City* will be a bore. It's nice to have a new game, but it's the same dynamic: Steal cars, pull off missions and occasionally take a break to deliver pizzas. Same old stuff.

While this holds true for the very early missions of the game and for the game's initial feel (they kept the control scheme the same, so there's no period of adjustment for grizzled *GTA* veterans), you'll soon find that the adventures you go on are incredibly deep. Remember *GTA3*'s Bomb Da Base? It's the one where you teamed up with 8-Ball. He put a bomb on a ship while you sniped down bad guys. That mission is a prime example of the type of stuff you'll get into in *Vice City*.

Allow me to dance around particulars here so you can have the same jaw-dropping response to the originality of the missions as I did. In one instance, I had to assemble a team of guys to pull off what is, in my mind, the game's coolest mission. First, though, I had to jump through hoops to get three specialized crooks into my little gang. After they were all back at my hideout, the actual mission went down. I wish I could tell you what it was. Here's a hint: *Heat*.

There are a variety of subgoals for each mission, and **you'll often be paired with a sidekick. It opens up infinite possibilities**. Early on, I was flown around in a chopper by my good buddy Lance Vance while I handed out dirt naps to some embezzlers. I leaned out of the helicopter and fired away while he played pilot. After we had room to make a clear landing, I was on my own to go inside a building, toting a gun like Schwarzenegger.

Yep, inside. The interior atmospheres are another significant add-in. You'll be inside mansions, night clubs and strip clubs. Better yet, you're not just inside a stale room. There's silverware on the tables and ambient lighting. The makers of *Vice City* paid attention to every minor detail.

YOU'VE GOT THE LOOK

While *GTA3* gave a sense of what the PS2 could do, *Vice City* is the sunswept beach to *GTA3*'s urine-

THE GRAND THEFT AUTO: VICE CITY FAQ

Do I have to be a child of the '80s to "get it"?
Nope. While '80s references are littered in excess throughout the game, there's no reason to ever have said the word "tubular" to love *Vice City*. But it would help you score many of the radio references on KCHAT.

What *GTA3* characters are in Vice City?
A young Donald Love makes a cameo, and Sonny Forelli uses you as a marionette.

I heard that, unlike *GTA3*, *Vice City* was completely accessible from the start, so I don't have to unlock it. Is that true?
It's not true. Because of a tropical storm, half of the city isn't available at the outset. But it'll only take you a couple of hours of gameplay to gain access to the whole shebang.

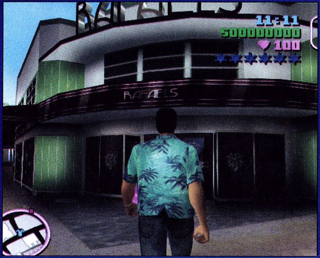
I loved doing the Insane Stunt Jumps in *GTA3*. Are there any in *Vice City*?
Indeed there are, along with Secret Packages (they're Tikis, not kilos of coke), and a bevy of side missions, from pizza delivery to ambulance and Vigilante missions. Plus, the Rampages return and they're easier to accomplish.

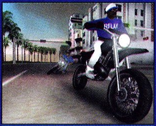
Are there really helicopters and airplanes?
Not only are there helicopters and airplanes, but since you choose your own path, it means you could also have access to a whirlybird two hours into the game—or 10 hours.

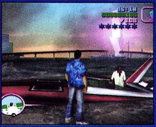
I heard about the buttload of tunes, but will there be more wacky commercials? What about PetsOvernight.com?
There are more than just wacky commercials for laughs. There are two talk-radio stations for the AM-radio fan. And they're hilarious. As for PetsOvernight .com, the nerds of America hadn't yet put together the Internet in the '80s, so there are no dot-coms anywhere.

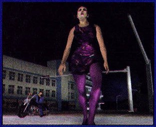
I heard Vice City was three times the size of Liberty City. No way.
Yes way. While the physical size of Vice City might feel equal to Liberty City's three burroughs, the building interiors, waterways and number of missions will make Liberty City feel like a village instead of a metropolis.

Are there really codes hidden on the soundtrack CDs?
There are. As of right now we don't know what they do, though.









boat health
Starfish Island

> **"*Vice City* is the sunswept beach to *GTA3*'s urine-stained alley. Liberty City was blurry and dark , but this Miami clone is bright, sharp and clear."**

stained alley. Liberty City was blurry and dark, but this Miami clone is bright, sharp and clear.

With the city looking so good, you'll have to look good, too. **Changing clothes is a big part of the game.** You can't go to big-time parties dressed in blue jeans and you can't break into the police station dressed like Don Johnson. A change of clothes means you're dressed for success.

But then there's the issue of transportation and looking good in whatever you're driving. Since Vice City is basically two huge islands with two tiny islands in between, you'll have to cruise around in more than cars. Boats of every make and model are scattered around the city's docks; they play a much bigger part in this game. There are speedboats galore, and even a raft with a four-horsepower engine. If you don't want to get seasick, take helicopters and airplanes to various locales. No more need to bone up on your Dodo skills—the Dodo's dead. But of all these, you'll never look better than when you're sporting around town on a motorcycle. There are Harley clones and dirtbikes and crotch rockets that go so fast, you can't even turn them at full speed without wiping out. They're not just cars with two wheels, either. **Bikes have their own physics**—and when you're in reverse, you don't just back up. You walk the bike backwards. Subtle, but it's touches like these that keep you in the game.

Another key to the game's look are the cut-scenes. Remember how cool they were in *GTA3*? In mathematical terms, you need to multiply that by 100 to get a sense of how bad-ass the cinematics are in *Vice City*. The scenes are crisp, there are usually more than just two guys in a scene and the characters move like they're real. Plus, they trade barbs and crackwise, which makes it feel so natural. And the voice-acting will put a spell on you. Forget all those *GTA: The Movie* rumors. This *is* the movie—it just happens to be playable on your PS2.

COME ON FEEL THE NOISE

The soundtrack is huge. Gargantuan. Remarkable. So big you'll have a hard time hearing a song you love on the radio (Wave 103 plays "99 Luftballoons" sparingly, to spite me).

The best part of the music *isn't* that it has something for everyone (from "Billie Jean" by Michael Jackson to "Get It Girl" by 2 Live Crew to "Cum on Feel the Noize" by Quiet Riot). It's that **the music actually feels like a movie soundtrack during the game's greatest moments**. When you have to rip a ride before a car or bike chase, and everything's tense and every second counts, there's nothing better than "Run To You" blasting on the radio while you're getting the chrome horn from some mad-as-hell copper. Plus, if you're going to putz around Vice City for 100 hours, you might as well have good tunes to listen to along the way, right?

My advice: Buy *Vice City* and play alongside your best friends. Call every hour on the hour to check progress and you'll find out that you're both in completely different points of the game, living different thug lives.

Here's what it comes down to: My favorite book is not the best book I've ever read. My favorite movie is not the best movie I've ever seen. But with *Grand Theft Auto: Vice City*, my favorite video game is the best video game I've ever played. **This game proves that games are the coolest form of entertainment going.** This is the PS2's defining title.

Final Score ●●●●●

Todd Zuniga

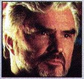
MATURE M ESRB **Players: 1**
Memory Card: 1.7 MB

GRAND THEFT HOLLYWOOD

Forget stealing sedans—Rockstar stole some of Hollywood's best voices to add depth and shading to the cut-scenes of this interactive movie. *Vice City*'s larger-than-life characters are perfectly voiced. Repeat: *perfectly* voiced. When the credits roll, you'll realize it's a cast to rival any Hollywood blockbuster. Here are nine names and faces behind the brilliance.

Ray Liotta:
Tommy Vercetti
His rise and fall in *Goodfellas* is why this rich-voiced mob star plays the lead.

Philip Michael Thomas:
Lance Vance
This "Miami Vice" star may not be a big name now, but he was one of the biggest names in the '80s.



Burt Reynolds:
Avery Carrington
From *Sharky's Machine* to *Cannonball Run*, Burt Reynolds was an irrefutable '80s icon.

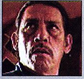
Dennis Hopper:
Steve Scott
Hopper plays the role of big-talking and loose-zippered pornography filmmaker Steve Scott.

Tom Sizemore:
Sonny Forelli
From *Saving Private Ryan* to *Heat*, Sizemore's voice is as layered and recognizable as any in Tinsel Town.

Luis Guzman:
Ricardo Diaz
Guzman's lisp shows off a rich thug who can't buy his way out of his Napoleonic complex.

William Fichtner:
Ken Rosenburg
One of the funniest characters in the game, Fichtner delivers as a neurotic and paranoid back-alley lawyer.

Gary Busey:
Phil Cassidy
Busey's gravelly voice is inimitable as the voice of the white trash gunsmith, Phil Cassidy.



Danny Trejo:
Umberto Robina
Following this ex-con's orders was easy. Trejo's voice made you feel part of a Cuban family.

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Mr. December

Hungry Ripper

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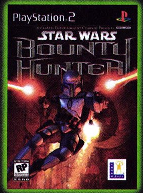
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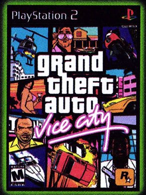
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vice city

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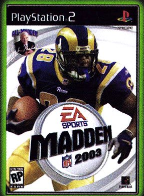
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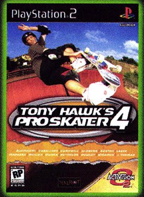
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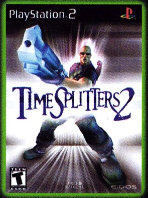
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Conflict: Desert Storm

Conflict: Desert Storm

Conflict: Desert Storm

Publisher Gotham Games
Developer SCI
Web Site www.gothamgames.com

With the threat of a real-life sequel to Desert Storm looming, I have to admit that I felt kinda weird running through the desert and shooting at Iraqis in *Conflict: Desert Storm*. I suppose you could make the case that *Conflict* is as appropriate (or inappropriate) as any of the recent surge of military games, *Frontline* included. But somehow, none of the other games seem as relevant, as poignant or as...well, scary.

Perhaps if *Conflict* were a really *good* game, it would be easier to stomach—at least then, you'd get the impression that the subject was approached with a certain degree of respect. Unfortunately, this isn't the case: *Conflict* isn't *total* crap, but it's **not worth a second look by any but the most battle-hungry war fan**.

Ultimately, the game boasts two huge flaws. First, the engine auto-targets enemies seemingly at random. This led to areas where I was taking fire from soldiers on all sides and could not target anything but a tank—the one enemy *not* firing at me. The second problem is that the game auto-centers your view with sickening speed. Combine this with the auto-targeting, and you're treated to constant, spastic, nauseating shifts in perspective. And you can't disable either option.

I'd say *Conflict* screams "rental," but it just whimpers.

Final Score ●◖

Joe Rybicki

Players: 1-2
Memory Card: 225 KB

Conflict Zone

Conflict Zone

Conflict Zone

Publisher Ubi Soft
Developer Masa
Web Site www.ubi.com

Real-time-strategy fans have a reason to get...well, I was going to say "excited," but I think "mildly interested" is probably more appropriate. ***Conflict Zone* is, in nearly every way, a by-the-book RTS**; what's significant is that *Conflict Zone* is on PS2, and that the only other PS2 game representing the genre up to now is the somewhat superficial (but truly solid) *Army Men RTS*.

Conflict Zone is *Command & Conquer* in 3D, right down to the opportunity to play both the ramrod-straight good guys and the caricature-of-evil baddies. There don't seem to be any significant additions to the formula; the only thing that comes close is the civilian approval rating. This system is communicated through periodic media broadcasts and is influenced by the degree of collateral damage you inflict on civilian towns and the number of citizens you airlift from said towns by helicopter. It's not exactly a revolution of RTS design.

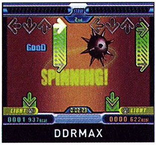
Controls are adequate, but not nearly as intuitive as in *Army Men RTS*. Graphics are unremarkable and occasionally glitchy—framerate can drop like a stone, and the action will freeze periodically as the game loads up an animation.

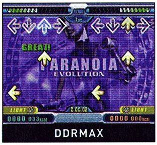
Basically, *Conflict Zone* is an entirely average game that will be of interest only to die-hard fans of the genre.

Final Score ●●◖

Joe Rybicki

Players: 1
Memory Card: 225 KB


DDRMAX


DDRMAX

DDRMAX

Publisher Konami
Developer Konami CET
Web Site www.konami.com

Aside from some flashier menus and some slightly better background videos, there's nothing much in *Max* that's really upgraded from its PSone predecessors. But that matters little, as DDR has never been about visuals—it's all about music. And in this respect, *Max* is, well, completely taken to the max. Boasting the largest lineup of songs ever in a DDR (over 70!), this is **easily the biggest and the best DDR yet**. A lot of the cool tunes from the arcade versions are now present, as well as some songs that you'd possibly even recognize from the radio: "I Like to Move It" from Real 2 Real, "Stomp to My Beat" from JS16 and "Sandstorm" from Darude.

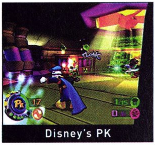
Gameplay is typical DDR fare, though Konami has added in a new feature called Freeze Steps, which are steps that you have to hold your foot down on for multiple beats. These are definitely a cool addition and help mix up the action a bit. **Also new is the Oni difficulty mode, which will give even the most seasoned DDR players a challenge.**

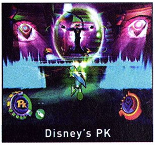
What it basically all boils down to is that this is a killer new disc for all the hardcore DDR fans who have been craving some new tunes to dance to. However, it's also the best version of the game for people who haven't played DDR and are curious to see why it's such a phenomenon. If you haven't yet jumped on a pad for yourself, now's the time!

Final Score ●●●●

Sam Kennedy

Players: 1-2
Memory Card: 86 KB


Disney's PK


Disney's PK

Disney's PK: Out of the Shadows

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubi.com

Call Donald's agent and tell him we understand.

We understand why he doesn't want his name directly attached to this game. Hot on the heels of a career-resurrecting turn in *Kingdom Hearts*, Mr. Duck no longer needs second-rate licensed platformers for a quick cash infusion. Better to take on a new identity and keep things mysterious, as Disney's leading foul-tempered fowl has since moved on to bigger and better games.

We understand why Mr. Duck has consented to release this game at the bargain-basement price of just $19.99. After all, **most of you should be able to plow through *PK*'s handful of levels in a mere few hours**—and it's doubtful any of you would ever pick it up again. A rental at best, *PK* is only worth *considering* as a purchase at this cut-rate price.

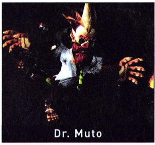
Not that it's all bad, mind you. Donald is better than that. He's slick enough to latch onto that latest of trends—cel-shading—so he certainly looks fantastic as he traipses about, blasting aliens and bopping his way through this on-rails, thoroughly derivative adventure. It's **mindless fun while it lasts—which isn't very long**.

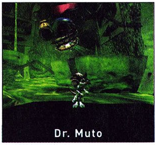
So we forgive you, Donald. You're still a star in our book, despite your awkward appearance in this profoundly mediocre game.

Final Score ●●◖

Gary Steinman

Players: 1
Memory Card: 319 KB


Dr. Muto


Dr. Muto

Dr. Muto

Publisher Midway
Developer Midway
Web Site www.midway.com

I knew I was in for something special when, within the first hour of playing *Dr. Muto*, I stumbled into a room that was *in plain sight*, then had to endure Midway's mutating medicine man exclaiming something like, "Oh, goody! A secret area!" (Hey, if they can't be bothered to make a good game, I can't be bothered to get the quote right.) Better yet, the room was coated with a slippy-slidey surface that I can only assume was ice, but was somehow punctured by holes spouting toxic green lava balls. Um, hello? Mixing your metaphors, Midway? Mangling your gaming clichés just a bit?

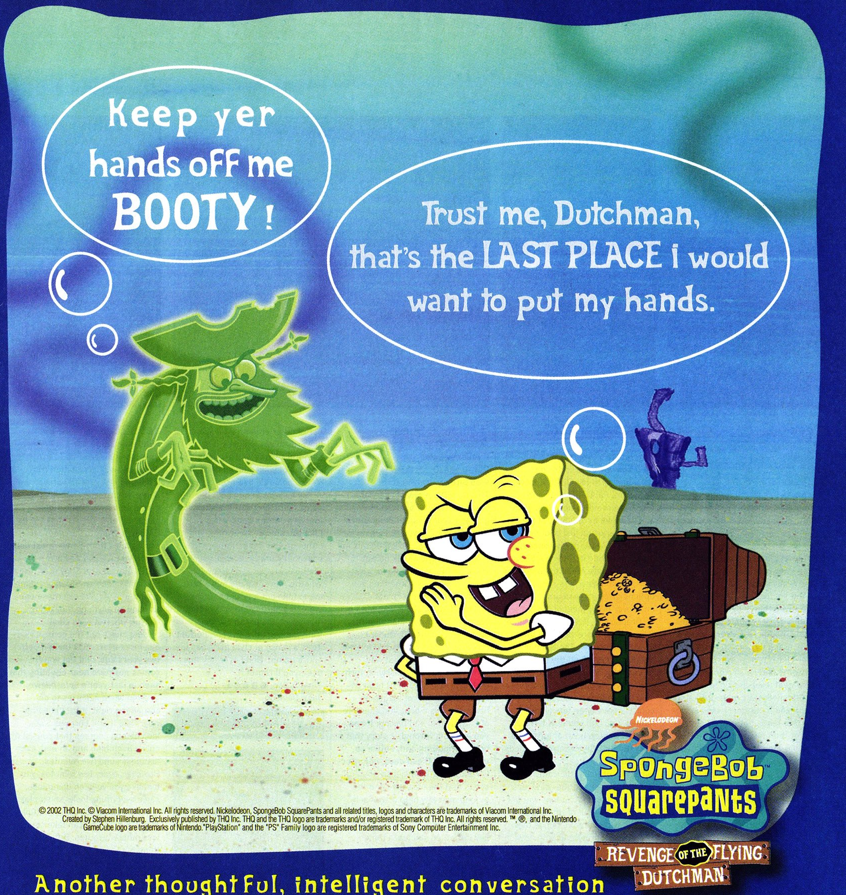
It only got worse from there.

You might think Mr. Muto (I refuse to call that quack a "doctor") brings something fresh to the crowded platformer genre, thanks to a morphing feature that lets you turn yourself into a spider, squirrel or other thrillingly exotic fauna. Think again. **If ever there was a cynical, meaningless gaming gimmick, this is it.** Take the mouse form, for example: Other than the ability to enter small areas, I never felt as though being a rodent added much variety to the stale gameplay. I squeezed through the mouse holes and did almost exactly what I'd done in the bigger areas. Which essentially meant experiencing **a half-dozen bland, poorly produced, dismal platformers in one game**. Gee, thanks.

Final Score ●●◖

Gary Steinman

Players: 1
Memory Card: 125 KB


Keep yer hands off me BOOTY!
Trust me, Dutchman, that's the LAST PLACE i would want to put my hands.
NICKELODEON
SpongeBob SquarePants
REVENGE OF THE FLYING DUTCHMAN

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Another thoughtful, intelligent conversation from the new SpongeBob videogame.

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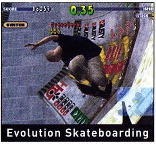
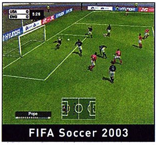
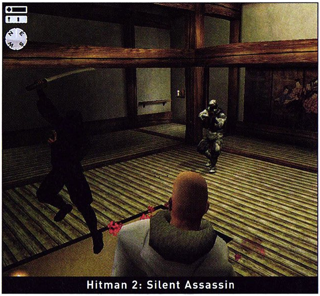


Evolution Skateboarding

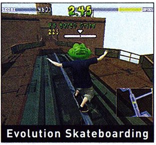


FIFA Soccer 2003

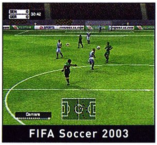


Hitman 2: Silent Assassin

Jet X20



Evolution Skateboarding



FIFA Soccer 2003

Jet X20

Evolution Skateboarding

Publisher Konami
Developer Konami Osaka
Web Site www.konami.com

I'm sorry to say it, but I think I smell a gimmick here. Yes, you can skate as Solid Snake in *Evolution Skateboarding*. And yes, you can ride on "Strut F"—in fact, it's the first level of the game. These could be seen as nifty extras if the game were really solid. But it's not.

And so, **these additions seem little more than a desperate attempt to get people to play this wholly mediocre game**. That's not to say that it's completely without other charms, however. *Evolution* has some fairly sharp graphics, some neat level-design ideas, a well-fleshed-out Create-a-Skater option and a mission-based structure that tends to be somewhat deeper than the norm (including periodic "boss fights," one of which requires you to grind rails along the side of a runaway tanker truck). The inclusion of a map and the addition of special "bonus zones" (which you can find yourself or look up on the Pause menu) are also nice infusions into the genre.

Unfortunately, these reasonably solid elements are sabotaged by plenty of serious flaws: **A limited trick set, tiny levels, unresponsive controls and exceedingly bland level design** all hit *Evolution* where it hurts—and the mission system is done *so* much better in *Tony Hawk 4*. If you're curious about the *MGS* tie-ins, rent *Evolution*. If not, save your money for *Tony Hawk*.

Final Score ●●◖

Joe Rybicki

T
Players: 1-2
Memory Card: 222 KB

FIFA Soccer 2003

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

As is the norm for *FIFA* titles every few years, *FIFA 2003* has been totally overhauled since last year, and what we have now is something superior on just about every level. In the past, many conceptual advances made in other EA Sports franchises have failed to emerge in *FIFA*, but this year, the scope of options gives you a degree of influence over every facet of the game.

Graphically, if it's at all possible, *2003* is even more stunning than previous versions. The level of detail is accurate all the way down to the hairs on David Beckham's pretty little head and the embroidery on his funky red boots. The controls have been totally overhauled, too, and **you now have an unprecedented level of influence over the ball.** Two control methods are available and each changes the dynamics of the game completely. Personally, I prefer the "sim" system, but casual footie fans will get a kick (ho ho!) out of the "action" setting, which dumbs things down somewhat. Something both have in common is that **it's extremely difficult to actually score!** Maybe this is a reflection of the modern game, but both Todd and I played for some time and only managed to score when the other was being particularly dumb. That said, prolonged play gives you an appreciation for the subtleties of the controls, and you'll soon be playing like a pro.

Final Score ●●●●●

John Davison

E
Players: 1-2
Memory Card: 486KB

Hitman 2: Silent Assassin

Publisher Eidos
Developer IO Interactive
Web Site www.eidos.com

This is, without any shadow of a doubt, one of the best action games to come out of Eidos since *Tomb Raider 2*. If you're looking for a stylish, mature, intriguing mix of *Metal Gear*-style sneaking but crave a little more bang for your buck, *Hitman 2* is something you should definitely check out.

I don't know about you, but I'm not particularly familiar with the first game on the PC. Our friends on *Computer Gaming World* tell me it was a great game that was somewhat flawed. Clearly, in terms of design, the guys at IO have listened to that sort of feedback, because *H2* is a beautiful example of level design and pacing. **It has you working through a story that's both compelling and, unlike so many games these days, *not* utterly ridiculous.** What's also good to see is that the narrative and the gameplay really help drive each other. Take the interaction between 47 and his handler in identifying a key target: As you learn things about his behavior, it helps you pick out your prey while fleshing out the story.

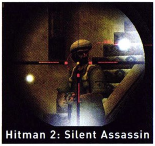
The basic premise is that you're a primo killer hired by an organization to take out the "bad guys" and stop something really awful from happening. Like other heroes of his kind, the bald, sophisticated Agent 47 is a highly skilled operative, but in terms of what he's prepared to do, **he makes Snake look like a pansy.** Skilled with everything from his "ballers" (double-fisted hand guns) to his fiber wire (for silently throttling bad guys)—and all manner of other elaborate weapons, like crossbows, sniper rifles, samurai swords and anything else capable of whacking someone—47 is a bonafide bad ass.

My favorite thing about the game is the fact that **it makes you feel like James Bond.** Missions take you all over the world, and although your objectives are essentially pretty morbid, your methods are very superspy-like. Whether it's sneaking into a building to take out a target or sneaking into a party filled with glitterati to prevent one of the bad guys from making off with an important item, a sense of style pervades the entire game. Don't overlook this one—you'll regret it.

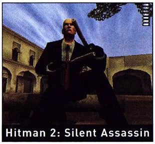
Final Score ●●●●◖

John Davison

MATURE M
Players: 1
Memory Card: 499KB



Hitman 2: Silent Assassin



Hitman 2: Silent Assassin

Jet X20

Publisher Sony CEA
Developer KillerGame
Web Site www.playstation.com

If nothing else, *Jet X20* proves one thing: You can ape *SSX* with any racing sport and make a good game out of it. You just have to be EA Big in order to succeed. *Jet* comes to us from Sony—most definitely *not* EA—and it shows.

It's almost as if Sony said, "Hey, EA hasn't done an *SSX*-type watercraft game yet. We can make one as good as anything they'd do!"

Nuh-uh. Not even close.

Just check out the game's visuals, for starters. ***SSX* looked better two years ago, and the water comes nowhere near equaling that seen in last year's *Splashdown*.**

Even when *X20* tries to do something right, it fails in some way. I like that it borrows *SSX*'s idea of long courses that consist of only a beginning and an end, each lasting around five minutes. However, every few minutes, you feel like you've been doing laps, since everything looks so similar.

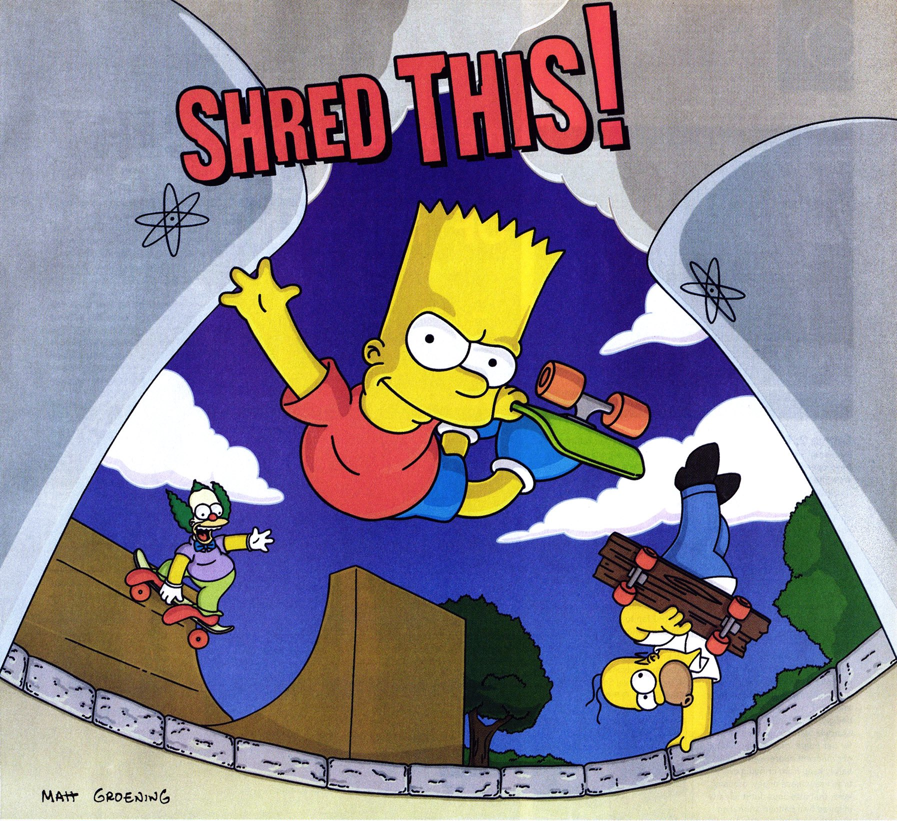
Courses branch off in multiple directions, so you can take countless different routes. But everything is so wide open, you might sometimes take a wrong turn—*and there's no on-screen message telling you that you have!*

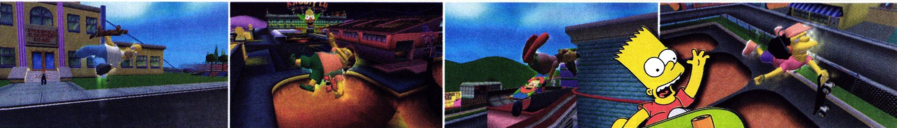
If little things like that don't make you lose, the **sinister A.I.** will. Not only do opponents race quickly, they also manage some downright insurmountable trick totals. And competing isn't the only challenge: Just try having fun!

Final Score ●●

Chris Baker

E
Players: 1-2
Memory Card: 61 KB





TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes
Comic Mischief

PlayStation®2

THE CODE MONKEYS

The Simpsons Skateboarding

FOX INTERACTIVE

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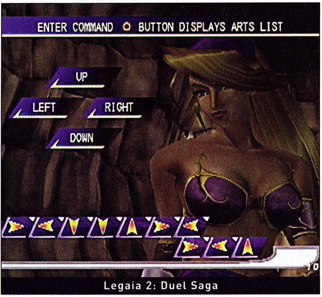


Legaia 2: Duel Saga

Legaia 2: Duel Saga

Publisher Fresh Games
Developer Prokion
Web Site www.playfresh.com

Confession time: I never played the original *Legend of Legaia*. Well, up until recently, that is. But since plenty of RPG fanatics adored the game, I decided to give it a whirl and find out what it's all about. After a few hours, I saw what others found so charming: the sharp writing, the innovative battle system, the warm presentation—definitely a solid all-around title.

Too bad I can't say the same for its PS2 sequel.

Let's start with the most obvious letdown: the **drab, blocky graphics**. It's so dull that it even out-uglies some of the first-generation PS2 crap. And the character design? Appalling! Take Maya, for example. We're supposed to feel for her plight, maybe even fall for her innocent allure—yet I could barely keep from cringing every time I saw those dopey, drooping eyes, that atrocious outfit (clearly inspired by a balloon animal en route to a cult hootenanny), or the poor excuse for light-sourcing that often cast a horrifying, possibly hormone-induced five o'clock shadow on her face.

Then there's the story. What starts out as a solid idea set in a unique world is largely undone by poor execution. From the amateurish dialogue to the awkwardly constructed plotline, the whole thing seems cobbled together with snippets of shoestring and scraps of Scotch tape. The most painful part? The obvious fact that **certain situations are just ham-fisted devices for piling extra hours onto the gameplay** (oh, wait, so I need a special pass to enter this new town? I guess I'll just return to the castle and ask for one. Oh, hang on...I have to *sneak* into the castle for some silly reason—which means I'm forced to muddle through that *same* annoying underground dungeon again. Joy!).

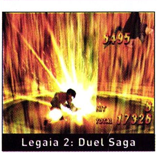
Yet thanks to its battle system, which is just as sparkly fresh as it was the first time around, I can't dismiss *Duel Saga*. **The combo-based combat, packed with all kinds of special moves and linkable attacks, is reason enough for an RPG fan to *rent* the game.** Sure, it's wildly unbalanced and often tedious, but it's unlike any other system out there. It's not enough to salvage the game, but it does make *Duel Saga* worth a look.

Final Score ●●●
Gary Steinman

Players: 1
Memory Card: 285 KB

Garu
We... Everyone... The world, all changed?!
No!! We can't let this happen!!!

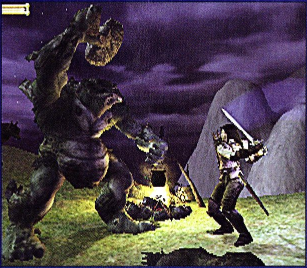
Legaia 2: Duel Saga



Legaia 2: Duel Saga

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Let the onslaught of Tolkien games begin



Publisher Black Label Games
Developer Surreal
Web Site www.lordoftherings.com

Until now, console gaming had seen only one game based directly on *The Lord of the Rings*—yet Interplay's SNES RPG of 1994 was something only a fool of a Took could appreciate. Finally, console gaming is ready for a triumphant return to Middle-earth, beginning with Black Label's *The Fellowship of the Ring*. While the game may not fully reach its heroic potential, **it does competently adapt the greatest sword-and-sorcery epic of all time**.

If you hadn't heard by now, Black Label (a subsidiary of Vivendi Universal) holds the rights to release games based directly on the books of J.R.R. Tolkien—no association with the movies at all. Therefore, *Fellowship* does its best to stick to the events of Tolkien's core text and more accurately portrays events as dictated by the story, as you control Frodo, Aragorn or Gandalf according to the plot. So don't expect the Ring to fall onto "Mr. Underhill's" finger as he stops Pippin from revealing his identity; do expect him to accidentally slip it on while clumsily falling off a table.

At the same time, **several of the opening levels involve some of the more superfluous scenes and characters that Peter Jackson just didn't have time to cover in his big-screen masterpiece**—stuff like meeting Tom Bombadil, a boss fight with Old Man Willow and selling Bag End to that furry-footed bitch, Lobelia Sackville-Baggins.

But that's not to say this video game adaptation is free from taking liberties. In most cases, I welcomed any changes for the sake of gameplay—fights with ghosts, spiders and mountain trolls, for example. Surreal's ability to make an interesting level out of an otherwise nongameplay-worthy environment also impressed me, especially the ones where Frodo does his best Solid Snake impersonation to avoid Black Riders in Hobbiton, and when Strider fights off bounty hunters in Bree.

Then again, the occasional "creative enhancement" makes about as much sense as you learning Elvish. **Apparently, someone thought it was a good idea to have Aragorn save Sam from a dragon-riding Nazgul to end the game. No.**

As much attention as Surreal paid to adding things only readers would be familiar with, I was disappointed by the omission of some of my favorite scenes in the book. I didn't want to just watch Frodo outrace the Nine in a cool CG cut-scene—I wanted to *do* it. I'd much rather have dared the blizzards of Caradhras than, say, outwitted Farmer Maggot's dogs. And how cool would an Orthanc-set boss fight pitting Gandalf against Saruman (who, along with Gollum, isn't even seen in the game) have been?

Actually, it might have disappointed—most of *Fellowship*'s boss fights are terribly simple. Throw in an **imprecise combat engine**, and the game is at times as appealing as the foulest orc.

However, it takes the heart of a hobbit to create something that so well reflects Middle-earth—especially in terms of graphics. The lushness of the Shire and the Old Forest, for example, jumps off the screen—a fine complement to some great level design. Moria especially impressed me, as it offers enough twists and turns to feel like a labyrinth, while remaining linear enough so as not to piss you off. Add in some excellent music and sound effects—most notably the plentiful, top-notch voice acting—and *Fellowship* offers an incredibly pleasing aesthetic experience.

And for Tolkien nuts like me, it makes for eight *preciouss* hours.

Final Score ●●●◐
Chris Baker

Players: 1
Memory Card: 164 KB

THE LORD OF THE RINGS:
THE TWO TOWERS

Spoil the movie for yourself, two months early

Publisher EA Games
Developer Stormfront Studios
Web Site www.eagames.com

Whereas Chris got to sink his teeth into a full-on interpretation of Tolkien's work, what we have here is very much "the game of the movie." Actually, it's "the game of two movies"; the first chunk of *Two Towers* actually deals with battles from *Fellowship* before moving on to some of the gnarlier parts of the second installment in the trilogy.

That the game reached stores in October came as something of a surprise to all of us. Originally, we were expecting to see this release coincide with the new DVD edition of *Fellowship* in November, or maybe even the release of the new movie. That said, I have to say that **playing this all the way through now has me even more psyched about the upcoming flick**, so some kind of sinister marketing mind control must be going on here.

The first thing that strikes you about *Two Towers* is that it's absolutely jaw-droppingly gorgeous. Characters are recognizable, as are the sets, and the animation is fast and smooth. Throughout the development of the game, EA made it clear to us that they had unprecedented access to the resources of the movie, and you can't deny that it shows. The actors representing the five principal characters have all lent their voice talents to the game, and the blend of live-action footage (straight from the movie), rendered cut-scenes and in-game animations is unlike anything you've ever seen. Watching a scene quickly morph from one medium to another never fails to cause a stir among those watching. The rousing soundtrack, too, is of exceptional quality.

What of the gameplay, though? Well, it's pretty simple stuff, really. **If you're a fan of the Dynasty Warriors games, you'll get a huge kick out of it because it's essentially quite similar**...only with Aragorn, Gimli and Legolas in place of Asian warriors with unpronounceable names. Levels are linear and fairly scripted, but they offer a significant enough challenge that it's not just pure button-mashing throughout.

Boss fights, in particular, are extremely tough. Early in the game, before you've developed your character to the point where he's a total badass, you'll get utterly stomped on time after time. The problem is that 1) the bosses are big, nasty monsters that are supposed to scare the crap out of you and 2) **the game steadfastly refuses throughout to give you any real indication of what the hell you're supposed to be doing**. Take the first boss fight, for example. You get to the point where you meet The Watcher outside the Mines of Moria, and he does his scary thing and then starts waggling his tentacles around. Bam, bam, bam. He bitch-slaps you repeatedly, you go down...and it's Game Over. What the...? Turns out you have to parry his advances, wait until he gives up and then strike when his tentacle becomes oddly erect. Lopping off one of his appendages pisses him off immensely, and he comes to the surface where you can then throw stuff at him to wear him down. It's easy when you know how...but the game never makes any attempt to drop even the slightest hint. It's like this all the way through. If you're a "glass half full" kind of a guy, you could say that it's "always making you think." To be honest, it pissed me off sometimes.

All that said, I have to say that I did have a lot of fun. I blasted through the entire game as Aragorn in about five hours—which isn't an awfully long time, to be honest—but it really was enjoyable. Also, there are real incentives to play through as both Gimli and Legolas. as **the disc is packed with bonuses** that are directly linked to actions with different characters—interviews, behind-the-scenes info and more.

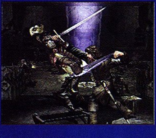
On a final note, I have to say that the last level at Helm's Deep is possibly one of the most incredible-looking levels I've ever seen in a game. Hundreds of characters are running around, it's raining and the action never stops. It's simply breathtaking. Much like the movie no doubt will be.

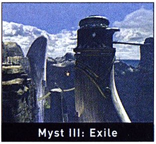
Final Score ●●●●◐

John Davison

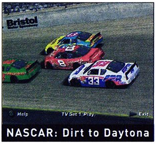
T TEEN CONTENT RATED BY ESRB

Players: 1
Memory Card: 78KB





Myst III: Exile

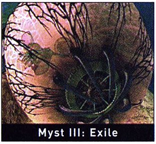


NASCAR: Dirt to Daytona

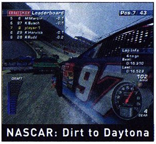
NHL 2003
YZERM

NHL 2003

Reign of Fire



Myst III: Exile



NASCAR: Dirt to Daytona

Reign of Fire

Myst III: Exile

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

The Myst franchise has polarized players from the beginning. If you like it, you like it a lot; you like the lush environments and the brain-bursting puzzles. Conversely, if you hate it, you *really* hate it; the puzzles confuse you, the static environments frustrate you and the atmosphere emits a faint odor of cheese. If you're one of the latter, stop reading now, because ***Exile* is to its very core a Myst game**. The only significant change is that you can now pan across the static, pre-rendered, photorealistic environments—an undeniable enhancement that nevertheless imparts only a thin illusion of depth. In other words, you'll still feel like you're looking at a slide show; only now, it's a slide show in Quicktime VR or Ipix or something.

The rest of you will be happy to know that you're about to chow down on the most luscious Myst feast yet. The puzzles are as perplexing as ever, the graphics are incredibly realistic—and, in places, simply gorgeous—and the game is as nonlinear as you've come to expect. **Does it get frustrating? Oh my, yes.** You'll spend a lot of time barking up a lot of wrong trees. And you'll spend a lot of time shuttling back and forth between annoyingly distant locations. And you'll spend a lot of time just staring at the screen, thinking.

But that's Myst for you. And you're no doubt already used to it.

Final Score ●●●◐

Joe Rybicki

Players: 1
Memory Card: 300 KB

NASCAR: Dirt to Daytona

Publisher Infogrames
Developer Monster Games
Web Site www.infogrames.com

Infogrames has been touting *Dirt to Daytona* as the game that "quiets the Thunder" (the Thunder being EA Sports' superb *NASCAR Thunder 2003*). Let's examine.

On the one hand, *Daytona* features four different racing series—weekly dirt, modifieds, Craftsman trucks and Winston Cup—to *Thunder*'s single series. However, **only two of the leagues in *Daytona* feature real drivers** (and not nearly enough to fill a single field), whereas *Thunder* features more real drivers than you can shake a stick at. *Daytona*'s career mode consists of moving through said series, while *Thunder*'s career mode is much deeper, requiring you to sign and hold on to crew members, and to actually research new technology. Oh, and the graphics in *Daytona* look dated—the cars look odd and the tracks are boring.

But the real comparison is in how the two games drive. I have to say, *Daytona* handles well, and it's cool to have four completely different-feeling cars. But when it comes down to it, **all four car types feel floaty**—you never really feel attached to the ground. In fact, if you watch closely during your pit stops, you'll notice your car sliding to the left as it gets jacked up.

So, does *Daytona* actually quiet the *Thunder*? Not really. It's a decent game, but it only manages to muffle the noise a little.

Final Score ●●●◐

Greg Sewart

Players: 1-4
Memory Card: 293KB

NHL 2003

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

Last year, *NHL 2002* stunk. If you really liked it, you're either a.) clueless about hockey or b.) a Canadaphile searching for acceptance from the Great White North. For the rest of us, *NHL 2002* was adequate at best, and proved we were wasting our birthday-candle wishes when we asked for a proper PS2 hockey game.

This year, you'll likely play more than 10 games of a season before turning your back on the game. For starters, **the puck has strikingly solid physics** (it makes you realize how poorly the puck has moved in hockey games for years), bouncing around—*get this*—like a real puck. It makes for more rebounds, which brings me to the goalies: They're pleasantly acrobatic.

Problematically, though, the netminders are too good. They're apt at making phantom saves where an invisible I-don't-know-what keeps the puck from tickling the twine. On a few occasions I've shot at an empty net and been met with a Hasek-like save. Fine. But the save is happening *after* the puck should be in the net. Also, shooting over a downed goalie simply doesn't work. It's been like that for years and needs to change.

Of course, the key to any game is whether it's fun or not. *NHL 2003* is fun. **There's a lot of frantic action in front of the net**: shots scream wide, you can deflect shots from the point and there are lots of opportunities to score. This makes for a very fast-action arcade-style hockey—which isn't all bad. The trouble is, **defense is a joke**; unless you play tight, positional "D," you'll make a fool of yourself. Your best bet is to get out of the way and let your goalie do the honors. This wouldn't be such a problem if the poke check and diving poke check were effective, but they're not. Players need to rush to the puck more, and although the manual dekes are kind of cool, they feel useless and forced.

When the puck is dropped, it breaks down like this: If you like hockey, you're going to have a great time with *NHL 2003*. If you *love* hockey, it's another year of not being overly disappointed...but still wishing for more. If you'll really play a full season, go ahead and buy this game; if not, a week's rental will be enough.

Final Score ●●●◐

Todd Zuniga

Players: 1-8
Memory Card: 2750 KB

NHL 2003

NHL 2003

Reign of Fire

Publisher Bam
Developer Kuju
Web Site www.bam4fun.com

Some concepts just work better as video games than as movies—like dragons threatening to end humanity and take over the world. So, while *Reign of Fire* may have gone down in flames at the box office, **its odd premise makes for perfect game fodder**. Thankfully, Kuju doesn't disappoint.

Much of *Reign*'s action resembles a sort of teamwork-oriented *Twisted Metal* with airborne antagonists. As the human resistance, you control several assault vehicles in escort-, defensive- and attack-based missions across beautiful, well-topographed environments that seem to go on forever. And lots of dragons attack you. Your machine guns can handle the wingless landcrawlers just fine, but it takes greater firepower to battle the big girls—and it's total exhilaration when you time that missile shot just right to take one down. It's even a little awe-inspiring to see one of those gals swoop down, pick up a comrade's jeep and smash it into the ground.

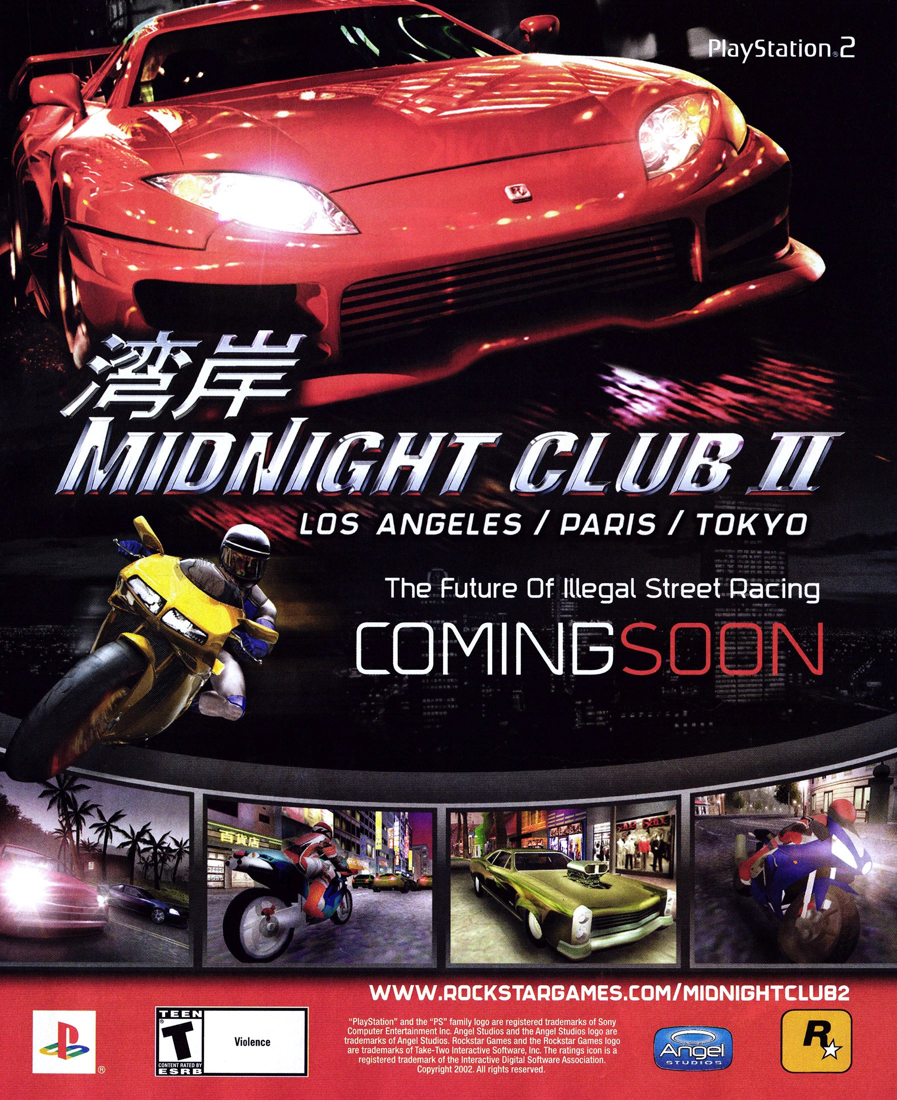
Then you get to do it yourself. *Reign* also **gives you a massive set of reptilian wings as you attempt to annihilate human civilization as a dragon**. It's a bit harder to control, but no less rewarding.

Though I liked *Reign* a lot, its horrible collision detection and frustrating later levels must be noted. Try it out, however, if you're up for a pleasant surprise.

Final Score ●●●◐

Chris Baker

Players: 1
Memory Card: 77 KB


PlayStation 2
湾岸
MIDNIGHT CLUB II
LOS ANGELES / PARIS / TOKYO
The Future Of Illegal Street Racing
COMING SOON
百貨店
WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2
TEEN
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CONTENT RATED BY
ESRB
Violence
Angel
STUDIOS

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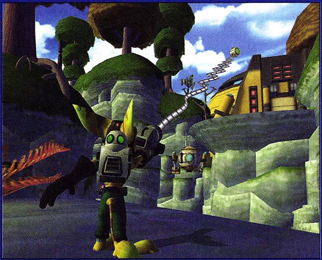
RATCHET & CLANK

Weapons of mass amusement



Publisher Sony CEA
Developer Insomniac Games
Web Site www.scea.com

Ratchet & Clank will surprise you. It will amaze you, challenge you, relax you, invigorate you, frustrate you and thrill you. It might, at times, bore you. But most of all, it will satisfy you.

Rare is the game that runs you through the gamut like this, evoking such a range of gut reactions and visceral responses—so much so that **you'd be forgiven for believing *Ratchet & Clank* was developed specifically with you in mind**. "It must be," you'd think, "because otherwise, how could it seem to do just what I want almost anytime I want it?"

And therein lies the beauty of Insomniac's masterpiece of platform gaming. Sure, one can rave about the stunning graphics, the massive worlds, the well-defined goals, the tight control, the staggering array of gadgets and weaponry, the clever (if absurd) story, the likable characters. But really, that's just a laundry list of what the game offers. Plenty of other platform adventures can boast similar features—but few have pulled them all together in the way that *Ratchet & Clank* has.

So, what exactly is this magical quality that makes *Ratchet* so alluring? One word: pacing. Or, to be more specific, **the ability to *set your own* pace for the action**, to find your own solutions to the game's problems based on all the tools provided. It's this customizable quality that made me feel as though Insomniac created *Ratchet* with *me* in mind—and it may well give you a similar warm feeling, regardless of how different your gaming tastes may be.

See, unlike your typical on-rails platformer, *Ratchet* doesn't force you to blast through a gauntlet of obstacles in any particular manner. Rather, it invites you to try whatever you choose based on your own style. Wanna charge in blindly, unloading your high-octane weaponry in an orgy of destruction and chaos? Go for it. Or maybe you'd rather hold back, saving your precious ammo for when you *really* need it, picking off enemies from a distance and carefully measuring each and every shot? Either way, you've got an equal chance of getting ahead. Best yet, you can mix it up depending on your mood—so whether you're fueled with bloodlust or tortured with timidity, you can usually tailor the game to fit your whims.

Well, to an extent. See, the other neat thing about *Ratchet* is that **almost every one of the dozens of different weapons and gadgets is absolutely necessary at some point in the game**. Granted, I didn't get much mileage out of the Morph-o-ray (a gun that turns enemies into chickens—gotta love that!), but otherwise, I unholstered just about every weapon I purchased throughout the game simply because it offered the most effective way to get through a tough situation.

Choosing the right weapon isn't the only challenge here; the levels themselves will keep you on your toes. Early on, though, the game doesn't require much more than straight-up tenacity to get by—think of the first few worlds as training missions, if you will. But be warned: Soon enough, the difficulty ratchets up to nearly ludicrous levels. Yet, thanks to the fairly intelligent respawning points (you've got unlimited lives) and the fantastic level design, everything remains eminently achievable. At times, you might be on the verge of twisting your controller like a dirty dishrag and tossing it into the trash can—but usually at that very moment, you'll finally (barely!) squeak past that particular trouble spot. **This remarkable balance between challenge and achievement infuses every major accomplishment with a wonderful sense of satisfaction.**

Good stuff, for sure. Yet, despite *Ratchet*'s obvious appeal, some of you will still find fault with it. If, say, you're the type of gamer who requires your platformers to be packed with nonstop hop-and-bop, you might be better off with something more straightforward like *Sly Cooper*. *Ratchet*'s RPG-like resource-management and inventory systems require a bit more patience than some of you will be willing to tolerate. The serious focus on exploration might also be a chore for some; **the game can definitely bog down in dull moments of aimless wandering**. For me, though, taking the time to chart every nook and cranny of the 18 worlds, to master all the different weapons and gadgets, and to occasionally kick back and slow things down, was a big part of the fun.

Which is ultimately what it's all about: rich, chewy, satisfying fun. And long-lasting fun, too—*Ratchet* dishes up a solid 20 hours for the first play-through, with some tasty incentives to give the game another spin. But even without replaying it, I'm willing to bet that you'll be more than satisfied by this sublimely fulfilling experience.

Final Score ●●●●●
Gary Steinman

Players: 1
Memory Card: 322 KB

> **"Plenty of other platform adventures can boast similar features—but few have pulled them all together the way that *Ratchet & Clank* has."**

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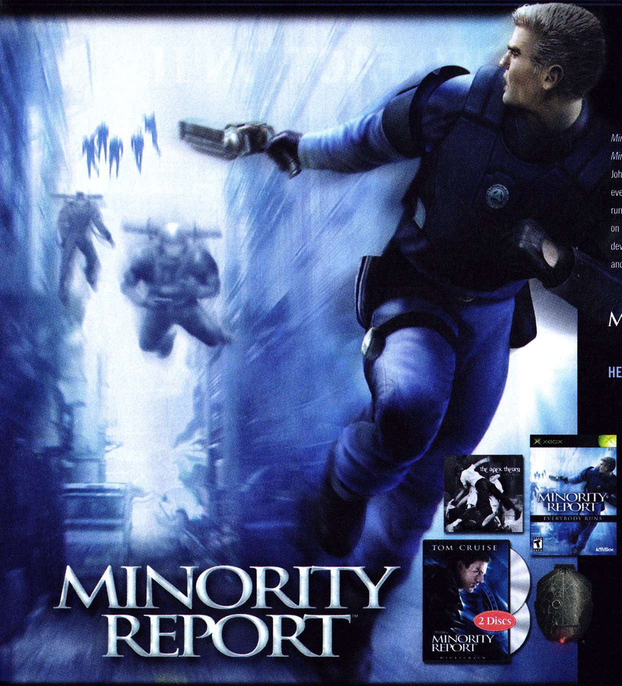

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PlayStation 2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE

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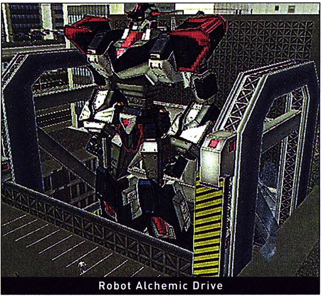


Robot Alchemic Drive

Robot Alchemic Drive

Publisher Enix
Developer Enix
Web Site www.enix.com

Robot Alchemic Drive feels like a breath of fresh air. At a moment when most games are starting to feel pretty homogenous in terms of controls, *RAD* comes in and makes you feel like it's the first time you've picked up a controller. Here's the deal: Unlike most mech games, *RAD* doesn't cast you as an actual mech pilot; rather, **your in-game persona controls the robot from the outside** via an R/C transmitter (which bears an uncanny resemblance to a Dual Shock).

It works like this: You control each of your robot's limbs individually. The shoulder buttons move the legs, and the analog sticks flail the arms. Walking forward is achieved by alternately tapping R1 and L1; pressing both the left and right analog sticks forward will cause both of your robot's arms to jab forward. More complex attacks are executed via somewhat arcane stickmotions, while special attacks (stuff like laser beams and missiles) are relegated to the face buttons. Yes, I know this sounds complicated—and, in fact, it's *very* complicated—but if ever there was a game with a learning curve worth surmounting, *RAD* is it.

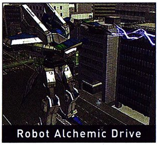
Why, you ask? Well, have you ever seen a Godzilla movie? **RAD throws out in spades the sort of carnage you've likely thought only radioactive mutants could be capable of.** As you and your opponents battle it out, skyscrapers will topple, asphalt will shred and blood will gush. And thanks to *RAD*'s combination of sharp visuals and clever use of feedback, you'll *feel* every chunk, shrivel and drop.

As with all things of beauty, however, *RAD* bears a few warts. First and foremost is the game's annoying third-person aspect, which unfortunately comprises about half of the experience. These sequences have you directly controlling your mech's "master," and they're marred by **sketchy controls, poor translation and voice work that's just painful**. The only thing that motivated me to sit through them was the knowledge that they would eventually end—and be followed by a wonderful mech battle. Regardless, in *RAD*'s case, it's worth it to take the good with the bad. It's wonderfully well conceived, and there simply isn't any other game like it.

Final Score ●●●●

Miguel Lopez

T TEEN ESRB
Players: 1
Memory Card: 322 KB

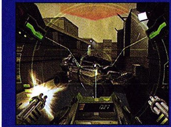


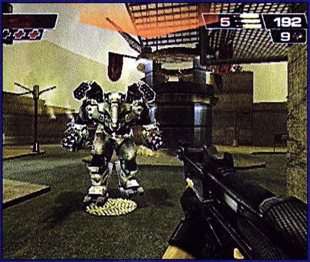
Robot Alchemic Drive

Robot Alchemic Drive

RED FACTION II

Revolution Redux





Publisher THQ
Developer Volition
Web Site www.thq.com

I'm troubled. I'm troubled because I don't like *Red Faction II* as much as I thought I would—and not nearly as much as the original—and yet, I somehow feel like I *should*.

There are plenty of ways in which this sequel is better than the original. **The combination of sharper graphics and more detailed environments makes the game much more visually interesting**—not to mention the more realistic outdoor levels that offer a greater sense of "being there." There's a more robust arsenal of weapons, a larger cast of characters (constantly in touch via radio chatter), a more interesting plot and some more whacked-out vehicles. The action is faster, the difficulty is increased, the destroy-anything Geo-Mod engine is indeed more frequently used.

So why don't I like it as much as the original? Maybe because, **in spite of the more open-feeling environments, the game is still very much a corridor shooter**: Most of the outdoor areas still funnel you down fairly narrow pathways, making the feeling of openness just an illusion. Or maybe it's because the faster action translates into a constant bombardment of the senses that proves more frustrating than intense. Maybe I just liked the slower, more strategic pace of the original more than the arcadey feel of this one. Or maybe I just hate the fact that your enemies all seem to wear armor that's practically impervious to anything other than explosives or head shots—it's possible to literally empty a clip into an enemy at point blank range and then die while reloading because he somehow has enough life in him to shake it off and cap you while you're defenseless.

Of course, that's more understandable when you consider that **it takes roughly *three days* to reload most of your weapons** (that's an approximation; it could take longer). What, is my guy on Valium or something? Does he not feel a certain sense of *urgency* when it comes to reloading in the middle of a firefight? This leisurely approach to what really ought to be a fairly swift procedure makes for a lot of senseless deaths. It also makes me wonder what the folks at Volition were thinking when they made everything else so fast. It's like they gave us all the drawbacks of a fast-action arcade game, but few of the benefits. You can't get a visceral fix, because you're pulled out of the action by these interminable reload times and the resultant frequent deaths—but you also can't approach the game with much strategy, because **occasionally you'll find yourself facing literally endless streams of enemies** (a folly, incidentally, whose absence I noted and praised in the original *Red Faction*).

There are other issues, too, many plagued by a similar syndrome of duality. Take the multiplayer mode, for example: It has lots of options, lots of levels and the ability to play with bots—but the levels are either awfully bland or sorely lacking in opportunities to bust things up Geo-Mod style. Where's the fun in that?

And yet...*Red Faction II* is not a bad game. In fact, it's a *good* game, a *really* good game. It's just that I liked the gameplay of the original so much better. If the original had never come along, I think I would have embraced this game much more readily. But as it is, this happens to be a rare occurrence: a really good game that I just don't like all that much.

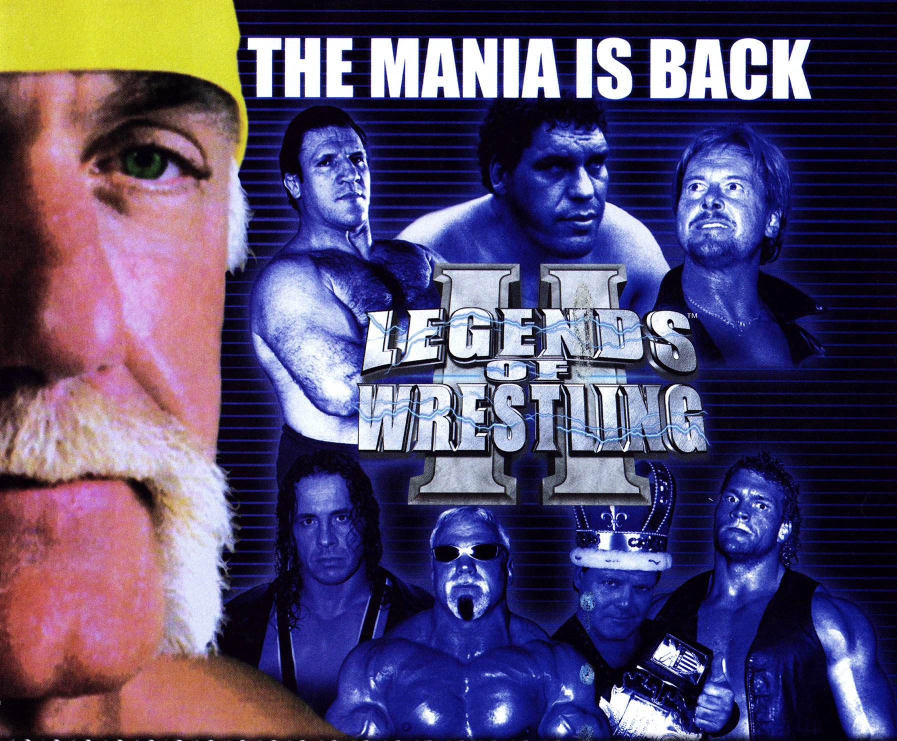
I have a feeling I'm going to be in the minority here; **I'd say, if you were a fan of the original, you'll more likely than not find that this sequel serves you adequately.** Just don't be surprised when you discover that *Red Faction II* is a fundamentally different game from its predecessor. And don't be surprised if something doesn't feel quite right.

Final Score ●●●●

Joe Rybicki

MATURE M ESRB
Players: 1-4
Memory Card: 163 KB

THE MANIA IS BACK



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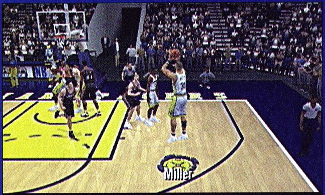
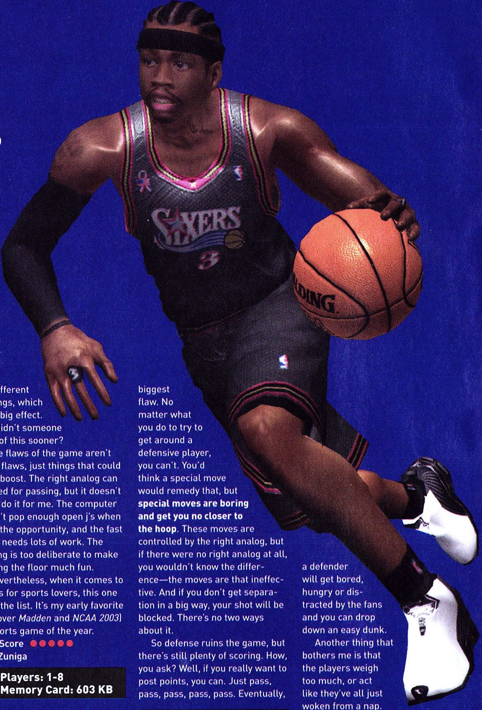
NBA ROUND UP

NBA 2K3 forges on as the cream of the crop



NBA 2K3



NBA 2K3

Publisher Sega Sports
Developer Visual Concepts
Web Site www.segasports.com

Let me say this in clear, sports video-game terminology, so you don't buy the wrong basketball game this year: *NBA 2K3* is the *Madden* of NBA video games. Is that definitive enough for you? This game is a hoop lover's dream come true. I don't care if you've been a *Live* gamer since the PSone was born, it's time to pull the ol' switcharoo.

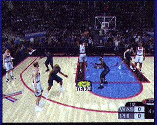
Everything you get in *NBA 2K3*, you earn. From one-handed dunks to fall-away 15-footers, from bucket-stopping blocks to sticky-fingered steals to ultimately winning ball games, you're in complete control. If you fill it up with Iverson and finish the game with 44 points, you'll feel like every basket meant something. When I play *Live*, 10 minutes might go by before I even bother to look at the scoreboard. With *2K3*, every possession counts.

If you were lucky enough (or smart enough) to catch on to Sega's effort last year, you know there were a few problems. But this year, they've been cleaned up. **Inbounding the ball used to be a pain in the rear, but now you can fake the pass to deke the defender.** Last year, it was foolish to shoot from inside the three-point arc or outside of the lane. Now, those two-point daggers can be a team's bread and butter. Last year, as a defender, you'd get tossed out of the lane by a driving guard. Now you can feed him a Spalding burger with a well-timed leap. Every flaw has been dealt with, and it makes for a very exact basketball experience.

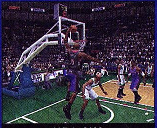
Two puzzle pieces in the new game push it above and beyond anything that's come before it. First, **the rim physics are off the meat rack**. Instead of swoosh-only jumpers, the ball will hop off the rim and still, possibly, find its way into the cylinder. It causes high drama for last-second shots. Shots will also dip in, circle around the rim and spin out. It's breathtaking to watch.

This leads to the second monster improvement: rebounding. Sometimes you'll get two or three chances to pull down the board. There are some fierce fights in the paint; don't be surprised if you break a sweat after pulling down 10 boards in a game.

Other pluses: Defense is fun to play, online is sweet and the franchise mode is beyond brilliant. In it, players' stats don't arbitrarily rise, and each coach has different rankings, which has a big effect. Why didn't someone think of this sooner?



NBA 2K3



NBA 2K3

The flaws of the game aren't really flaws, just things that could use a boost. The right analog can be used for passing, but it doesn't really do it for me. The computer doesn't pop enough open j's when given the opportunity, and the fast break needs lots of work. The passing is too deliberate to make running the floor much fun.

Nevertheless, when it comes to games for sports lovers, this one leads the list. It's my early favorite (yes, over *Madden* and *NCAA 2003*) for sports game of the year.

Final Score ●●●●●

Todd Zuniga

Players: 1-8
Memory Card: 603 KB

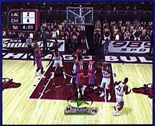
NBA ShootOut 2003

Publisher Sony CEA
Developer 989 Sports
Web Site www.playstation.com

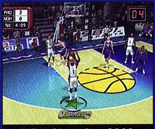
Do you want to play in the NBA? *ShootOut* affords you the opportunity, if you can handle the pressure. The game's best feature (and the only reason to play it over *NBA 2K3*, or even *Live*) is that **you can create a player, work through the summer leagues and make an NBA squad**. If you become a bench-warming journeyman after that, oh well—at least you can say you played in The Show. It's fun to work through the ranks as a polygonal you, but overcoming the gameplay is as much of a challenge as getting past your defensively savvy opponents.

Defense is the name of this game, but it's also the game's biggest flaw. No matter what you do to try to get around a defensive player, you can't. You'd think a special move would remedy that, but **special moves are boring and get you no closer to the hoop**. These moves are controlled by the right analog, but if there were no right analog at all, you wouldn't know the difference—the moves are that ineffective. And if you don't get separation in a big way, your shot will be blocked. There's no two ways about it.

So defense ruins the game, but there's still plenty of scoring. How, you ask? Well, if you really want to post points, you can. Just pass, pass, pass, pass, pass. Eventually, a defender will get bored, hungry or distracted by the fans and you can drop down an easy dunk.



NBA ShootOut 2003



NBA ShootOut 2003

Another thing that bothers me is that the players weigh too much, or act like they've all just woken from a nap. Even speedy guards like Terrell Brandon are seriously sluggish. Plus, where's the fake shot? I keep trying to dish off in mid-air, and I just can't.

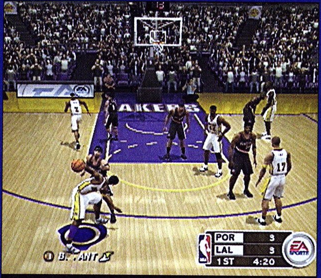
In a world without other basketball games, *ShootOut* would satisfy any basketball gamer's appetite. But **the competition is so strong that this game feels wrong in too many different ways**. It's solid, but it's an upstart.

If you're just looking to play NBA ball and don't feel like carrying your own luggage on developmental-league buses, this one won't interest you. *NBA 2K3* dunks all over it.

Final Score ●●●

Todd Zuniga

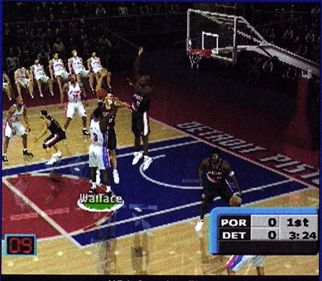
Players: 1-8
Memory Card: 260 KB



NBA Live 2003

NBA Live 2003

NBA Live 2003



NBA Starting Five

NBA Live 2003

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

Last year, *Live 2002* was the basketball pariah. If you didn't make the switch to the 2K series, you were the beneficiary of some excruciatingly sloppy basketball. This year, though, *Live*'s on the comeback trail. They've come up short in overtaking *NBA 2K3* as the sport's best title, but at least they're playing on the same court this year. ***Live 2003*** **is something last year's game was not: fun.**

While it's not my thing, this game delivers a run-and-gun, Steve Spurrier type of basketball. It seems more influenced by the frantic end-to-end pace of the National Hockey League. There's one gear, and that gear is *fast*.

The ball moves too fast when it's passed from player to player, and the players (though slower than last year) still move at breakneck speed. **It feels like the game's in hyperdrive.** That's fine if you're going to be chumming around and ballin' with your buddies before hitting the nightlife, but when playing a full season, you'll beg for a slower pace.

Among the newest innovations you can't help but love are the new freestyle moves that you can execute with the right analog stick. Push left then right for a crossover, or up for a spin. There are lots of moves in store if you rehearse, and discovering them is half the fun. But there aren't enough signature moves. I want different moves for Iverson or Kobe, but I'm not having any luck. And when using the right analog, you often do moves away from the basket. That's when you can really see that it's a work in progress.

The game's real improvement, which gives it a jump on the competition, is the fast break. It rocks. If you run the break, ballers will cut to the hoop at just the right moment. And the soundtrack is tight. Snoop Dogg, Fabolous and others contribute. It's one of the game's strengths.

My biggest complaint is the rim physics. If you shoot and the shot isn't going in, you'll know right away. **There's no rim drama**, which is one of the best parts of *2K3*. With *Live*, it's the same old thing. And playing defense is a chore. If you're guarding a quick player, forget about it—he'll zoom past you because you can't put a body on him. Franchise mode is also poor compared to *2K3*'s masterwork. Why not steal *Madden*'s easy-to-navigate system?

This year it's clear: *NBA 2K3* remains king while *Live* continues to play catch-up.

Final Score ●●●●
Todd Zuniga

Players: 1-8
Memory Card: 484 KB

NBA Starting Five

Publisher Konami
Developer Konami
Web Site www.konami.com

From the makers of *Metal Gear Solid* and *Castlevania* comes... basketball? That's right! This game's been around for a few years under the ESPN title. But now Sega's taken over the license for the Worldwide Leader in Sports and Konami's going head-to-head with the monsters of basketball with *Starting Five*.

While the game isn't bad (nor is it particularly good), it runs into the same problems as *ShootOut*: it's not *2K3*. It's not even *Live*. If we lived on a planet with only *ShootOut* and *Starting Five* on shelves, this would be sort of fine. There'd be something to talk about. But that's not how it works.

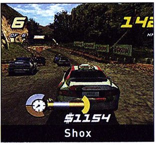
The look of *Starting Five* is its most puzzling piece. It's bleached out and almost too shiny. Plus, the lettering on the players' names is a horrid font pulled from the Commodore 64. But lettering aside, **passing is this game's big problem**. When inbounding, tossing the ball into the low-post or generally throwing a pass to a teammate, there's a 40 percent chance it will hit him in the ass and bounce away. No foolin'. This game's worth renting just to see all of the ass play. **Otherwise, the flaw that perturbs me most is the lack of special moves.** You can do a kind of crossover-without-the-crossover where you lamely switch hands. Give me, at the very least, a spin move.

There are good things about this game, but I'm too eager to get back to playing *NBA 2K3* to talk about them. *Starting Five*, like *ShootOut*, is a comparative dud.

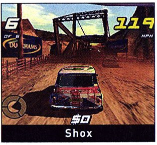
Final Score ●●◖
Todd Zuniga

Players: 1-2
Memory Card: 795 KB

CATEGORIES	NBA 2K3	NBA LIVE 2003	NBA SHOOTOUT 2003	NBA STARTING FIVE	WINNER
Franchise	The draft is just one of many reasons why this is the envy of franchise mode.	Same ol', lame ol'. I'm still waiting for them to rip off the Madden franchise.	The only reason to play this game, *you* can earn your way to the NBA.	It's in there, but like *Live*, it's too basic to make you care. Don't bother.	**NBA 2K3**
Right Analog	You can make precise passes with the right stick, but the ball floats too much.	The freestyle stick will have you working on your game in a whole new way.	Good for completely ineffective special moves that aren't worth squat.	Konami didn't get the memo, so they didn't do a thing with the right analog stick.	**NBA Live 2003**
Running the Break	Fast breaks are few and far between. It doesn't match up to *Live*'s fast break.	The break is run to perfection. The best reason to play this speedfest.	Nonexistent. The game's too sluggish to make the break worthwhile anyway.	By running the break, you'll likely throw the ball off someone's ass. So don't do it.	**NBA Live 2003**
Free-Throw Meter	Easy to grasp, hard to master; this is a free-throw meter for the ages.	Rumbles when your opponent hits Square. Otherwise, nothing new.	It looks like two snakes are climbing from the bucket. Weird and bad.	A nice effort, but it seems to get muddled in the details. Didn't do it for me.	**NBA 2K3**
Rim Physics	The rim physics make the game. When the ball goes around-the-world, it's great.	It's either in or it's out. There's no drama on shots. A real bummer.	Same as *Live*, you're either playing a nylon tune or clanking iron. Never both.	Though I love swishing shots, the ball never grazes the rim if it goes in.	**NBA 2K3**
Overall	The best hoops on the market. It's the blueprint for video-game basketball.	Being number two isn't that bad. Especially when *2K3* is No. 1.	Third best isn't a spot to be envied. A start, but there's a long road ahead.	Last place in a packed field. Stick with *NBA 2K3* or you'll regret it.	**NBA 2K3**


Shox

Super Bust-A-Move 2


Shox

Super Bust-A-Move 2

Shox

Publisher EA Sports Big
Developer EA Sports Big
Web Site www.eagames.com

If you're expecting *Shox* to be a racing game with the full-on Big treatment, you're going to be disappointed. Void of the expected flashiness we've come to love, there are no celebrity voices, no licensed tunes and no in-yer-face 'tude. Is this a bad thing? No. Why? Because *Shox* takes the increasingly popular sport of rallying and hips it up a bit.

As racing games go, *Shox* is actually very simple. Tons of licensed vehicles race on a variety of different, predictably loose-surfaced tracks, and the goal is simply to win. Whereas most rally games make use of long ambling tracks on which you never see another soul, *Shox* is all about old-school arcade racing. **The tracks are small, they're narrow, there are no alternate routes** and the gameplay system ensures that the pack always stays together, keeping things tense. Sometimes a little too tense for my taste.

To spice things up a little, there are in-race timed objectives called "Shox Zones" which, if achieved, open up cool new stuff—but even more exciting, there's the option to gamble your winnings for cool new cars. Racing like crazy and then blowing a fat wad on the off-chance of winning, say, a Porsche Cayenne, is actually quite thrilling.

Overall, I can't help feeling that *Shox* is a little too simple. As a budget release, it'd be killer.

Final Score ●●●◐

John Davison

EVERYONE E
Players: 1-2
Memory Card: 116KB

Super Bust-A-Move 2

Publisher Ubi Soft
Developer Taito
Web Site www.ubisoft.com

It's really amazing just how little this series has changed over the years. I mean, seriously, every year some publisher—whether it be Natsume, Acclaim or, in this case, Ubi Soft—puts out one of these games, and they're all virtually the same darn thing. It's also just as amazing how people such as myself don't even seem to care—we'll buy 'em anyway. Why? Because, as with Tetris, **the Bust-A-Move formula is practically flawless, not to mention timeless**.

Such is the case with *Super Bust-A-Move 2*. Aside from a rather uninteresting create-your-own-puzzle mode, the game does nothing new—yet I still played through it several times and enjoyed myself thoroughly. One of *Super BAM 2*'s strongest points is the sheer number of puzzles packed into it—not only is there a robust puzzle mode, but there's a story mode that offers unique puzzles for each character you choose.

So what it comes down to is this: If you're a fan of the BAM games and you're really craving some more puzzles to solve, this is definitely worth the $20 asking price. Everyone else (unless you've never played a BAM game before), should probably keep this as a rental at best. But whatever you do, just make sure you have *Bust-A-Move 4* for the PSone before you get this. It's still the overall best game in the series.

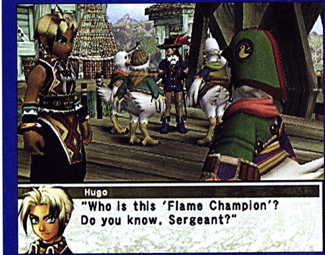
Final Score ●●●◐

Sam Kennedy

EVERYONE E
Players: 1-2
Memory Card: 214 KB

SUIKODEN III

Fans of the series still have a long time to wait


Hugo
"Who is this 'Flame Champion'? Do you know, Sergeant?"

Publisher Konami
Developer Konami CET
Web Site www.konami.com

Twenty hours. Not very long, right? It's less than a full day, and it's definitely on the short side for an RPG. So what's the big deal?

When it takes that long for a game to *start* getting good, 20 hours can feel like an eternity.

Think about it. In 20 hours, you'd be more than two-thirds of the way into *Kingdom Hearts*. Or, for the budget conscious, you can rent and beat *Sly Cooper* and *Ico*—both brilliant, top-rated titles. Heck, you could see three movies, clean your room, eat dinner, beat the first *Suikoden* and still have time for a nap.

> **"One of the most mature stories you'll find on a console RPG."**

OK, I'm being a wee bit dramatic. First, it wasn't quite 20 hours; it was 19 hours, 43 minutes and 28 seconds, to be exact. Second, it wasn't all bad during that time—just insufferably dull.

Sure, I saw glimpses of greatness shining through—fleeting moments that reminded me of the magic of the first two *Suikodens*. I love, for example, the basic premise behind the story: a melange of politics, a swirl of personal associations, all blowing up in a twisty, turny storm of Machiavellian machinations, bitter betrayals and extraordinary encounters. **It's easily one of the most mature stories you'll find on a console RPG.**

Then there's the Trinity Sight System, which lets the story unfold through the eyes of three different main characters. It's a neat idea, for sure, especially when the story's chapters cross each other, revealing different perspectives on the same events.

Too bad it unfolds at a glacier's pace, with all the thrills of a point-and-click adventure.

I can't count the number of times I jammed on the X button, hoping to move things along. Buried in chatter and desperate for action, I'd gloss over whole conversations, only to find myself befuddled later on because I missed some important detail. An RPG's story should constantly push you forward—to the next scene, battle, dungeon, whatever. But here, **the story is like a bag of bricks I had to heave along as I slogged my way forward.**

And for what reward? With each chapter I became more discouraged by the lack of action and the overwhelming amounts of story thrust upon me. Which is quite a shame, because one thing *Suikoden*'s got is a zippy, unique battle system. Yet, *Suikoden III* forces you to spend so much time weaving in and out of the different storylines that you barely have time to enjoy any combat.

That's a far cry from the past *Suikodens*, which let you begin much earlier the process of building up your castle and recruiting the 108 different characters to join your revolution—arguably the best part of the game. Here, though, you don't even get to go beyond your basic groupings until a dozen hours in. Even beyond that point, you're still mired in the branching paths in such a way that you don't get to do what's most fun: fiddling with your party and finding the best pairings for strategic setups.

Rest assured, it gets better. You'll reach a point when you finally get to see it all coming together. But even then, **it's simply not as good as the past titles**. The graphics, though stylish, are a letdown. (I can't help feeling this would have worked better if Konami kept it 2D.) Even the music isn't as good as it's been.

If you're a *Suikoden* fan, though, you might still want to give this a shot. Like I said, it does improve—if you're willing to wade through an extended period of boredom and frustration. If not, though, you're more likely to wonder what went wrong here.

Count me in the latter camp. I know **I reached a point where I no longer cared how good it got**, especially with the foul taste of the first 20 hours lingering on.

The worst part? I really loved the first two *Suikodens*. And I was so looking forward to this sequel. My recommendation: Replay those instead. They're still as magical as *Suikoden III* is dull. What a disappointment.

Final Score ●●●

Gary Steinman

TEEN T
Players: 1
Memory Card: 135 KB

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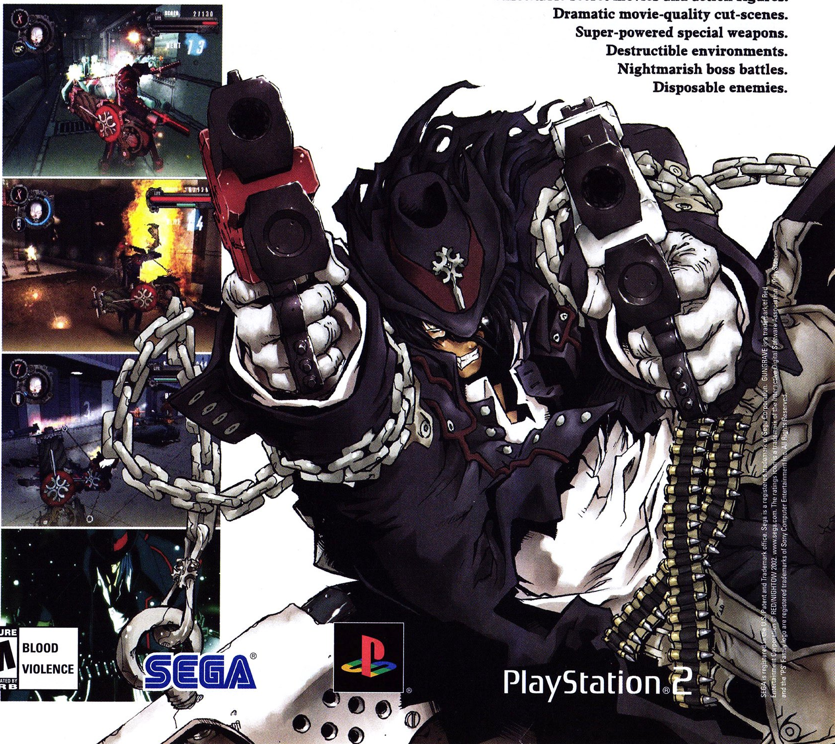

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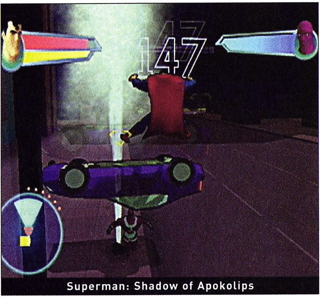
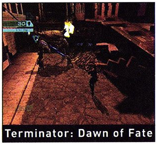
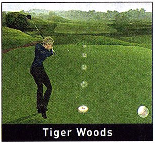


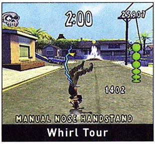
Superman: Shadow of Apokolips



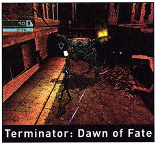
Terminator: Dawn of Fate



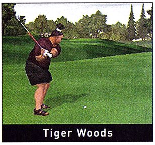
Tiger Woods



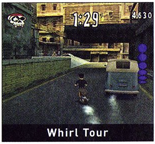
Whirl Tour



Terminator: Dawn of Fate



Tiger Woods



Whirl Tour

Superman: Shadow of Apokolips

Publisher Atari
Developer Sheffield House
Web Site www.atari.com

If Titus' infamous N64 Super-debacle left a bad taste in your mouth three years ago, consider *Shadow of Apokolips* a healthy dose of Super-Listerine. While disappointing in some respects, Superman's first flight on a Sony console is **easily the best-ever portrayal of the Man of Steel in a video game**.

It doesn't take long to figure this out, either. Euphoria overtook me in *Apokolips'* opening level as I whisked through the skyline of a beautifully rendered Metropolis, doing barrel rolls and loop-de-loops just because I could. **The controls take some getting used to**, but it only gets better once you learn to utilize Superman's powers—and he's got a lot of 'em. There's nothing more exhilarating than using superstrength to pick up a tank and hurl it at Darkseid's robots. Superspins and superslams annihilate multiple enemies, while heat vision effectively takes out individuals from a distance. And cooling breath has a much more entertaining use than simply quelling fires—try blowing an Inter-Bot off a ledge or into a fire! The only disappointing power? X-ray vision. Apparently, most of Metropolis is lined with lead.

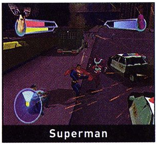
Apokolips also capably lives up to its source material, *Superman: The Animated Series*, with fine voice performances from the show's cast and superb cel-shaded graphics that perfectly mirror the show's look. Oddly, the cut-scenes sometimes surpass the quality of animation in the show; other times they look noticeably worse (at one point, Lois *must* be stoned).

For all *Apokolips'* successes, I can't help but feel that Mr. Mxyzptlk conceived its core gameplay and structure. You can beat the game in six hours, a great deal of which is spent repeatedly fighting the *same* robotic enemies, with **tedious fetch-and-retrieve missions** to "liven things up." The game withholds all supervillain battles until the end, and only the Parasite fight—where you might throw a car at him, only to see it hit another in midair that he threw at *you*—is anything special.

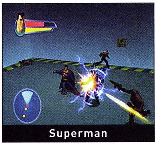
Yes, the game certainly needs some improvement, but *Apokolips* still delivers enough to take fans up, up and away.

Final Score ●●●◖
Chris Baker

Players: 1
Memory Card: 115 KB



Superman



Superman

The Terminator: Dawn of Fate

Publisher Atari
Developer Paradigm
Web Site www.atari.com

As a giant fan of the Terminator flicks, I experienced moments when this game had me completely enthralled—like when I went up against the massive Hunter-Killer tanks and jets seen in the post-apocalyptic sequences of the movies. Since **this game essentially serves as a prequel to the Terminator films**, there are plenty of similar elements that will surely please fans (and might even get them to overlook the fact that familiar characters like Kyle Reese and Sarah Connor look nothing like their on-screen counterparts).

Unfortunately, they'll have to brave through a lot of messy gameplay in the process. *Dawn of Fate* tries to fuse the play controls of *Devil May Cry* and *Metal Gear Solid 2* and completely stumbles in the process. **The shifting camera angles almost always lead to confusion**—not to mention lots of walking into walls—and the targeting system is so haphazard that you never quite feel comfortable.

It's also unfortunate that most of the action in the game centers on taking out clumsy T-800s. And it certainly doesn't help that your A.I. teammates are just as clueless, not to mention useless.

Thankfully, the game gets gradually better as you go, and it turns out to be a somewhat solid adventure. Terminator fans should definitely at least rent this one.

Final Score ●●◖
Sam Kennedy

Players: 1
Memory Card: 96 KB

Tiger Woods PGA Tour 2003

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

I feel like I'm experiencing a case of déjà vu. Didn't I just review *Tiger 2002*? Yes, in fact, I did; it came out barely more than half a year ago. But if that makes you fear for a rushed product in this version, let me lay your fears to rest: *Tiger 2003* kicks all kinds of ass.

No, it's not a completely new game; there are plenty of courses brought over from the last edition, plenty of golfers reprising their roles and plenty of the same problems. (We'll get to those in a bit.) But **the new features and design tweaks make it a worthwhile purchase even if you bought the last game**. The SkillZone, for example, is a new mode that offers a bunch of mini-games to help you hone your skills and earn crucial cash to upgrade your golfer's stats. Other improvements include vastly superior character models (some of the faces are so lifelike it's creepy), more courses (including the legendary St. Andrews) and an online ranking and profiling system that puts *Hot Shots 3*'s to shame.

However, **the learning curve is still cruelly steep**: Getting the hang of the analog swing will take newcomers a great deal of time, and learning how to putt effectively will take a great deal more (plus a well-rounded selection of swear words). I still say, though, that it's the best golf game on the market. See if you agree.

Final Score ●●●●◖
Joe Rybicki

Players: 1-4
Memory Card: 143 KB

Whirl Tour

Publisher Vivendi Universal
Developer Papaya Studio
Web Site universal-interactive.com

Here's a multiple-choice question for you: What do you call an extreme-sports game in which you can score a 5 million-point combo simply by jumping in place and landing in a manual, over and over again?

a.) Poorly designed
b.) Boring
c.) *Whirl Tour*
d.) All of the above

The answer, of course, is "d," and it makes me wonder why development studios without "Never" (or, at the very least, "Shaba") in their titles even attempt to jump into the cutthroat world of extreme sports.

***Whirl Tour* isn't awful, it's just... blah.** It has fairly detailed environments, but a shoddy framerate. It has a fairly extensive trick set, but few really big-ticket items. It starts off with what appears to be some sort of story, but then completely fails to deliver on the idea.

It has a few innovations, but these aren't executed well enough to make the game really stand out. The idea of fighting bosses, for instance, seemed interesting at first, until I actually fought one: You just race your little scooter at them and jump, rinse and repeat. In fact, the only really interesting addition to the standard formula I found was the inclusion of pick-ups that can power up your tricks—grinds, jumps and spins. And that's just not enough to make me care.

Final Score ●●
Joe Rybicki

Players: 1-2
Memory Card: 116 KB

THINK FAST. ACT FAST.
OR DIE... FAST.

Your pulse pounds in your temples. Your crewmembers lie dead or dying around you. All you know for sure about the alien invaders is that you're next on their hit list. Time is running out. So is your life.

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Get the feeling of living a movie—from the edge-of-your-seat tension to the voice talent of top actors.

RLH
RUN LIKE HELL™
HUNT OR BE HUNTED

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence
Strong Language

DIGITAL DM MAYHEM

Interplay

PlayStation®2

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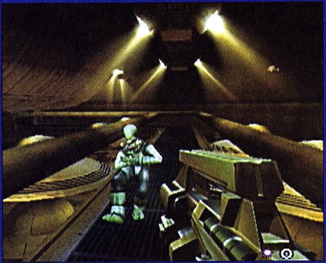
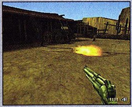
TIMESPLITTERS 2

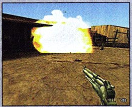
Let the rocking begin



PUZZLES? IN *TIMESPLITTERS*?!

Well, sort of. There aren't really any real headscratchers in the game, but there are indeed a bunch of different points where you'll need to do more than aim, pull trigger, repeat. Take the Wild West level, for example. If you want to bust your girlfriend out of jail, you'll need to get a little crafty. You'll find a barrel of gunpowder somewhere on the level. And behind the jail you'll find a wagon full of TNT. So you'll have to push the wagon up to the wall of the jail, make a trail of gunpowder and set it afire. Then, *blammo!* No, it ain't rocket science, but it's a lot more complex than in the original.





Publisher Eidos
Developer Free Radical
Web Site www.eidos.com

Has anyone seen my socks? I was wearing them a few moments ago, but now they're gone. I suspect, though I can't be absolutely certain, that *TimeSplitters 2* may have knocked them off. And I have a feeling that sort of thing might start happening a lot.

I'll admit I had some (possibly unrealistically) high expectations when I booted up the game for the first time. But I was not disappointed; ***TS2*** **delivers the first-person-shooter goods with flair and humor from its first moment**. And 55,947 bullets later (the game keeps count for you), I'm still opening up new modes. I'm still trying for better times and better scores. I'm still addicted.

There are, to be sure, still areas for improvement in the game. The single-player mode, while undeniably more complex than the point-A-to-point-B-back-to-point-A gameplay of the original, still lacks the coherent plot and story that make games like *Half-Life* and *Red Faction* so alluring. While **each individual mission definitely has more of a story to it**, the overarching plot that prompts your characters' time travel hangs together pretty loosely. So, I often found myself asking, "What's my motivation?" Not a big deal—just an area for improvement.

Similarly, the MapMaker utility is still a bit simplistic for my taste. It's undergone a major overhaul, but the actual construction of the levels remains disappointingly blocky. I just wish I had the option of going really hardcore with the maps. I want to be able to add very specific design elements: stairways, scenery, destructible objects. But, again—not a big deal.

The only really fundamental issue I had with the game was fairly easy to get over: When aiming, nudging the analog stick causes your weapon to "lead" slightly, and the screen follows. It makes for a kind of weird dead zone in the middle of the screen. The first *TimeSplitters* did the same thing, and I didn't understand why. I still don't. It makes aiming imprecise, and makes the game as a whole a bit harder than it should be.

Am I nit-picking? Yes—come to think of it, there is definitely some picking of nits going on. Because the fact of the matter is, *TimeSplitters 2* rocks harder than a roomful of stone rocking chairs. (Cut me some slack with that one—**I haven't been sleeping much, because I can't put this game down.**) There were so many points in this game where I yelled, out loud, "That is so bad-*ass!*" From the fantastic level-design to the supercrisp, supersmooth, beautiful graphics; from the hysterical mini-games in the Challenge mode (exploding monkeys, anyone?) to the extraordinarily in-depth Statistics run-down (including categories like distance traveled, limbs detached and animal cruelty), *TS2* is exceptional on nearly every count.

"I could go on for days talking about the many cool things I found in this game; it's that good."

And that's not even taking into account one of the coolest extras I found in the game: On three separate levels, you'll find a hidden cartridge that plugs into the little radar device you have with you on each level. These allow you to play seriously old-school, vector graphic-based, classic arcade knockoffs within the game, anytime you want. It's such a silly little thing, but little touches like this go a long way toward making a game feel really well thought-out.

I could go on for days talking about the many cool things I found in this game; it's that good. My only real disappointment doesn't have to do with the actual game at all, but rather with a planned feature that was cut at the last minute. I'm speaking, of course, about the criminal removal of the online support—because **the frenzied speed of this game and multitude of options make multiplayer competition a thing of beauty**. There's still four-player split-screen support and i.Link support for up to four linked systems, but it's just not the same thing.

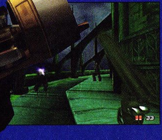
The only bright side of this is the LAN support. It's no better or worse than i.Link out of the box... but I can't help but hold onto the hope that someone will figure out a way to trick the game into allowing itself to be played online—like GameSpy did with the Xbox's *Halo*. We have the technology.

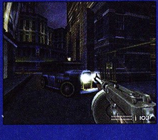
In case you missed what I've been getting at, let me put this simply: ***TimeSplitters 2*** **is easily one of the best first-person shooters out there—on any system**. If you like your FPS games fastpaced, with loads of action and miles of depth, buy this game. Don't stop to think; just buy. Oh—but hang on to your socks.

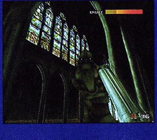
Final Score ●●●●●

Joe Rybicki

TEEN T
Players: 1-16
Memory Card: 245 KB

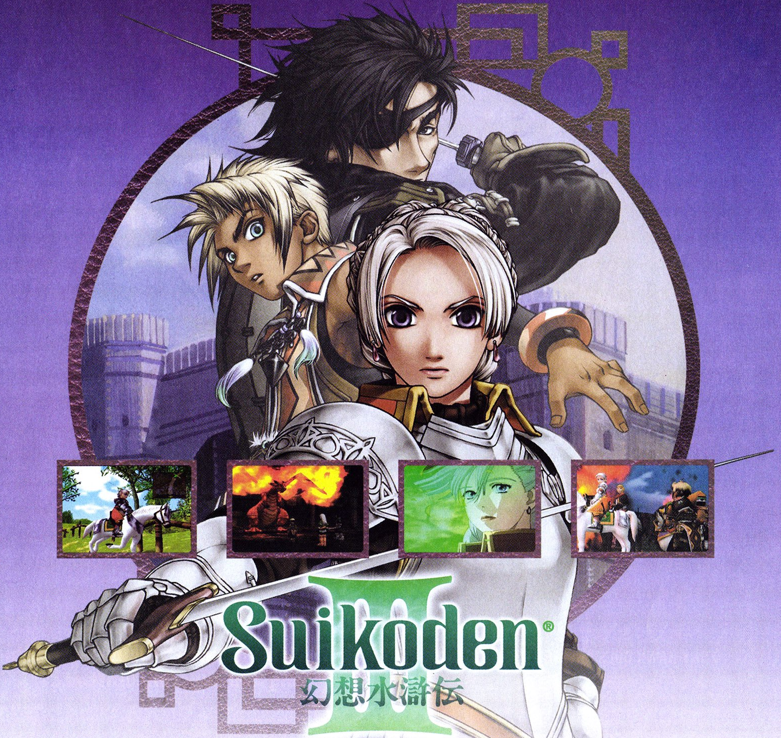






Chris has sworn to protect her people.

Chris, the silver maiden, needs to conclude a peace agreement with the grassland barbarians of the six clans.
But is there something she doesn't know about the treaty?



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The fates of three opposing heroes are forever altered in a battle that will determine the destiny of the entire land.
Uncover the 108 Stars of Destiny, create a homeland castle town,
discover the secrets of the 27 True Runes, and save the world from destruction.

TEEN
T
CONTENT RATED BY
ESRB

Mild Violence
Suggestive Themes

PlayStation®2

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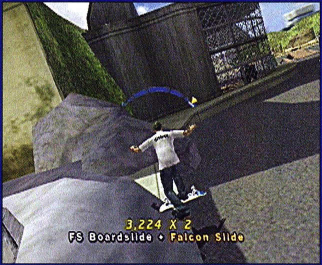
TONY HAWK'S PRO SKATER 4

This one puts the pro back into Pro Skater

SCORE 0
3:38
Race to the Finish!
Don't bail!!

SCORE 0
PRO PTS
1,284 X 1
Nose Stall



SCORE 100
PRO PTS 151
983 X 3
Nose Manual + Pogo + Wrap Around

SCORE 482
PRO PTS 151
1,544 X 1
Cartwheel 50-50

SKATE SCHOOL

- Use the digital pad, not the analog stick. Any seasoned *Hawk* player ignores the stick.
- Try alternate paths to every goal. Sometimes, you'll think a nearby ramp will do the trick, but consider a Wallie or a Wallride to get you there.
- When you're trying to pull down the C-O-M-B-O letters, skate to find the last letter first if you're having problems.
- Try, try again. The funny thing: Once you beat a *really* tough challenge, you'll be able to beat it over and over.
- Play *Tony Hawk 3*. It's easier.

Publisher Activision
Developer Neversoft
Web Site www.activision.com

Fifty-five hours. I've played this game for 55 hours and counting, and I'm still not done. Far from it. I caught the worst flu of my life (or *did* I?) and sat on my couch from sun-up to sun-down to sun-up, and so on. I needed to sleep, but I was more interested in pulling off the 1.5 million sick-score at the carnival, Bam Margera's shopping-cart extravaganza in Alcatraz, and skitching on an elephant's tail at the Zoo.

It's true, I need help. Not just with my new sleep habits, but with the Pro C-O-M-B-O at the Shipyard.

The way I see it, every Tony Hawk game has set a standard. The first set a standard with perfect controls. The second set a standard of scope (especially considering that it was on the PSone). The third pulled off graphical precision. And the fourth—*oh, the fourth!*—**offers up seemingly infinite depth and the feeling that anything can happen**. It's obviously a culmination of hard-thought ideas crashing teeth-first into PS2 technology. How sweet it is.

The reason you'll keep playing and playing *Hawk 4* is the same reason you kept playing and playing *Grand Theft Auto III*: You can't wait to uncover what's next. You no longer need to play through the entire game as each individual skater; if you complete a goal in one of the game's nine levels, it's completed for every skater. That means there's no need to redo the same challenges again and again, which was what ruined *Hawk 3*. It seems like this ethic would make the game shorter, but that's not the case. In fact, the more you play it, the more you realize how diverse each goal is. Some goals have a two-minute time limit and will take you 30 seconds. Some give you a 30-second time limit and will have you perfecting your technique for over an hour. It sounds monotonous, but somehow, it's not. Instead, **it challenges you to be physically precise, but also mentally flexible**. If you're not on the right track after 10 tries, you'd better start looking for alternate paths. *Hawk 4* keeps you on your toes at every kickflip.

The other thing it shares with *GTA3* is a complete immersion within the culture it mirrors. In *GTA3*, it's gangster life; in *Hawk 4* it's everything skateboarding. From skate videos to *Jackass!* to putzing around with your buds on your Birdhouse, this will make you feel like you're part of the skater's world. The only risk is that the game will take you so long to complete, you'll waste your prime skating hours trying to clean bird dung off the rails of Fisherman's Wharf in San Francisco instead of working out the kinks in your Impossible.

The game's smartest innovation is the ditching of the two-minute timer, putting you in a constant state of free skate. While this might make controller-passing a touch more difficult when you're amongst skate-savvy gamers, it means that you're *free*. Freedom is so alien in games, but you'll cherish it in *Hawk 4* when you're trying to locate a rooftop pedestrian for your next task. Instead of sweating while the clock ticks away, you have all the time in the world to get to that hard-to-reach spot.

But of all that makes this game great, the skater-specific pro challenges turn the game on its head after you've accomplished 90 of the game's 190 total goals (yes, 190 unique challenges!). You'll have to rethink everything you've known about *Hawk* games in the past; it's revolutionary. It unlocks a new world of possibilities, each of which is tailored to the pro skater. It's great for those of you who don't know squat about Bob Burnquist or Chad Muska or Andrew Reynolds (I know I don't), since it offers background on the particular things each skater did to make his or her mark. Then, you get four or five minutes to mimic their historic moment. It'll change the way you see the game, and it emphasizes why you've only poured your action sports dollars into the *Tony Hawk* series over the last few years.

I'll bet you're thinking you'll just rent this, because you had such an easy time with *Hawk 3*. But this game makes a mockery of *Hawk 3*—you'll see. Funny, smart, richly entertaining and superbly crafted, *Hawk 4* is more in the same class as *Grand Theft Auto III*, and it's a clear reminder of why Neversoft is one of the great developers. This is a bargain at $50.

Final Score ●●●●●

Todd Zuniga

Players: 1-8
Memory Card: 80 KB

TONY HAWK GOES ONLINE—FOR REAL THIS TIME

The online portion of Hawk 4 *is nothing less than masterful. We were going to grade each online game, but what's the point? We like all of them. Instead we put them in order of which we've been playing most, to which we've played least. Also, we tell you when they were introduced.*

Goal Attack (*Hawk 4*)
This is what every *Hawk* fan has been waiting for. Once you unlock goals in the Career Mode you can bring them into the online game. Pick the goals you want and your team has to complete all of the goals before the other team does.

Graffiti (*Hawk 1*)
The new team element to this challenge rules. You can play 2-4 teams competing against one another. Then your boys have to trick off anything and everything to "tag" it. The team with the most tags wins.

Capture the Flag (*Hawk 4*)
One of the game's online prizes. Break into teams, grab the flag and return it to your base before someone skates you down.

Score Challenge (*Hawk 4*)
Much like the old-school Trick Attack, but there's no time limit. You're now trying to reach a designated high score before anyone else can do it.

King of the Hill (*Hawk 3*)
In this game of keep-away you need to stay clear of your foes.

Combo Mombo (*Hawk 4*)
Whoever busts out the biggest combo during the time-limit wins. Trick all you want, but your highest scoring combo is the one that counts.

Slap! (*Hawk 3*)
It's a game of skate tackle. Get up your momentum with tricks and then run into other skaters. The skater with the most momentum does the slapping. Most slaps wins.

Trick Attack (*Hawk 1*)
Same as Score Challenge, only this one's timed.

> **"Funny, smart, richly entertaining and superbly crafted..."**

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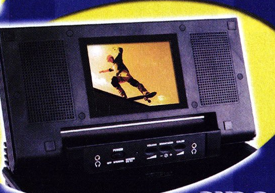

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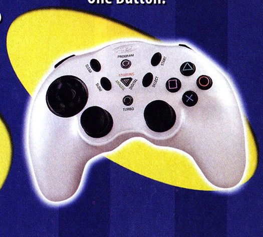
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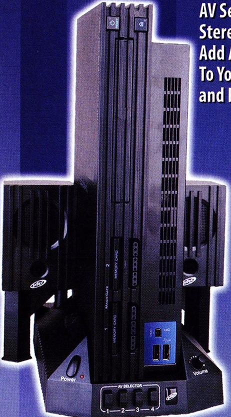
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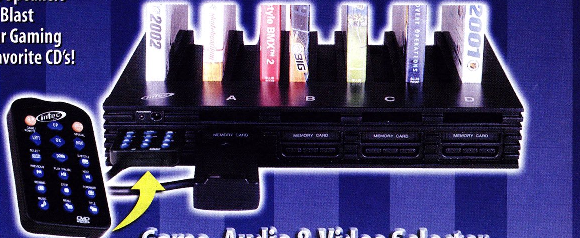
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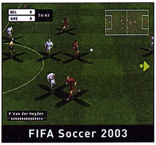
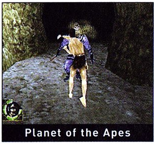
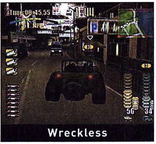
Wreckless


FIFA Soccer 2003

NBA ShootOut 2003


Planet of the Apes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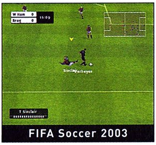
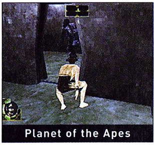

FIFA Soccer 2003


Planet of the Apes

Wreckless: The Yakuza Missions

Publisher Activision
Developer Traveler's Tales
Web Site www.activision.com

While I can appreciate that *Wreckless* probably has some redeeming qualities, on a personal level, **I hated pretty much every minute I spent with it.**

Essentially a bad re-interpretation of *Top Gear Dare Devil,* the whole game comes across like an over-enthusiastically dubbed episode of *Dominion Tank Police.* The story, for whatever reason, sees two annoying agents hunting down Yakuza members (who drive black sedans, exclusively) and running them off the road. The game mixes it up a bit from level to level—"hit things," "hit cars," "protect something by hitting stuff"—but essentially lives up to its title: Drive wrecklessly and you'll win cool stuff.

The problem is, it's all just terribly dull. The bad guys home in on you with "cops from *Driver 2*"-style accuracy, and you find yourself bouncing off the walls of the narrow streets you're racing through until you just can't take any more.

The Xbox version kept things noteworthy by looking absolutely fabulous. Its "replay" mode was especially neat—it featured some groovy effects that made it pretty mind-blowing. For the PS2 version, Activision has seen fit to omit such graphical tomfoolery. **So ultimately, you have a bad port of a not-particularly great Xbox game with all of the interesting bits removed.**

Final Score ●●

John Davison

Players: 1-2
Memory Card: 186KB

FIFA Soccer 2003

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

Loading the PSone version of *FIFA* this year, I was shocked to see just how much of the PS2 game had been crammed into the "junior" version. Sure, it suffers graphically, but **the overall structure that makes its big brother so impressive is fully intact.**

If anything, the biggest problem with this version is that the ambitious nature of the graphics causes the game to chug quite alarmingly. Given the subtlety of the controls in *2003*, I'd much rather see silky-smooth animation running at a speedy rate than so much detail in the player models and stadiums. At times, things chug along so drastically that you completely lose track of the ball and what the players are doing with it—something that's just completely unforgivable in a game like this, especially as **it shares the PS2 version's "impossible to score" feature.**

All that said, it's actually a surprisingly playable game, and it's packed with features. Spoon on the ample helping of tasty extras that EA Sports provides and you have a very slick package, which is woefully lacking in most PSone games these days. The soundtrack is particularly impressive, and it gets around the size limitations of a CD by blasting a wide variety of music tracks in shortened format. You get the same vibe as with the PS2 game, but with just a minute or so of each tune. Cool.

Final Score ●●●◖

John Davison

Players: 1-2
Memory Card: 1 block

NBA ShootOut 2003

Publisher Sony CEA
Developer 989 Sports
Web Site www.playstation.com

I spent the last half-hour looking for a code for *ShootOut* that would allow me to use a hot potato instead of a basketball. I figured I could search for something new since this game plays just like the one from the year before and the year before that. Sadly, there is no, I repeat, *no* hot-potato code. So the Basketball Lovers Who Also Love Spuds coalition will have to suffer through another year of heartbreak over being dismissed. Maybe next year will be a breakthrough for the BLWALS, right?

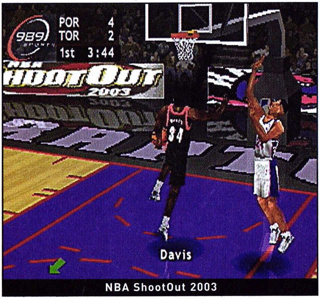
Really, what we're looking at with this game is a mirror of past PSone *ShootOuts.* **The Create-A-Dunk, the series' lone innovation, still allows you to bend and twist your player into the Kiss-Your-Own-Keister dunk if you want.** Or the Statue-of-Liberty-Windmill-With-Two-Hyperextended-Knees dunk. Or my personal favorite: the Big-Things-Come-in-Small-Packages, Make-Your-Baller-Implode-Then-Unimplode-So-He-Can-Do-the-Ol'-Stuffaroo-for-Two dunk. So many options, so much time.

The point is, **there's very little in the way of innovation with this game**. But what did you expect? They've been working on a blossoming PS2 hoops title to compete with the *NBA 2K3*s of the world. If you're looking for a PSone basketball game, take a nearby quarter and flip it. Heads: *ShootOut*, tails: *NBA Live*.

Final Score ●●●◖

Todd Zuniga

Players: 1-8
Memory Card: 2 blocks


NBA ShootOut 2003

Planet of the Apes

Publisher Ubi Soft
Developer Visiware
Web Site www.ubi.com

Considering the game is *Planet of the Apes*, it's perhaps appropriate that my thoughts went through an evolution as I played this years-delayed PSone game. Initially a serious half-disc contender, my score for *Apes* soon evolved into the respectable one you see below.

The game's opening cut-scene set the stage for my early dislike, as I literally laughed out loud at its pathetic graphics. "It's so damned ugly," I couldn't help but think, especially as I watched an apparently constipated Dr. Zaius struggle down the hall. The game's first level didn't help matters either, introducing me to further graphical glitches and **a fighting engine on par with any *Apes* sequel (i.e., crap)**. And why is Charlton Heston's Taylor character named Ulysses? "Damn this game to hell," I found myself saying aloud.

But soon, I began to understand that there was actually a game here. I knew stealth was important going in, but unlike *Metal Gear Solid*, for example, you can't always fight your way out of being spotted in *Apes*. You're just a dude in a loincloth solving puzzles as you avoid the monkeys. **By the fourth stage, I realized how much I truly dug the gameplay and interesting story** (it begins like the Heston movie, then changes direction). For 10 bananas, you may find it worth getting your stinking paws on this damned dirty game.

Final Score ●●●

Chris Baker

Players: 1
Memory Card: 1 block

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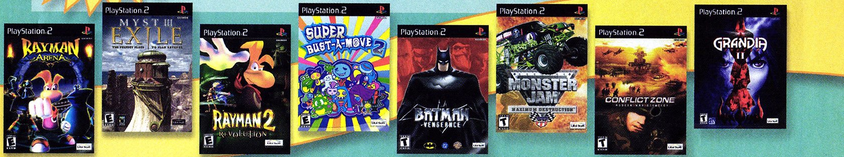
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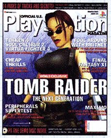
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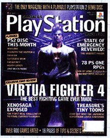
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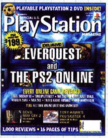
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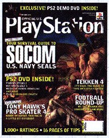
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GTA: Vice City

PS2 Demo Disc playables: Wild Arms 3, Sly Cooper, Silent Scope 3, DDRMAX Dance Dance Revolution, Dual Hearts, MX Superfly, Red Faction 2, Dr. Muto, Hitman 2

Check the Issues You Want

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Issue 1 – October 1997 **$15**
Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

Issue 2 – November 1997 **$10**
Bushido Blade Strategy
Demo Disc playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

Issue 3 – December 1997 **$10**
Cool Boarders Strategy
Demo Disc playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

Issue 4 – January 1998 **$10**
Tomb Raider II Strategy
Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

Issue 5 – February 1998 **$10**
Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

Issue 6– disc only **$7.99**
Demo Disc playables: Bloody Roar, Monster Rancher, Shipwreckers

Issue 7 – April 1998 **$10**
Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

Issue 8 – May 1998 **$10**
Tekken 3 Strategy
Demo Disc playables: Einhänder, Gex: Enter the Gecko, Klonoa

Issue 9 – June 1998 **$15**
Gran Turismo Review
Demo Disc playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

Issue 10 – disc only **$7.99**
Demo Disc playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer

Issue 11 – August 1998 **$15**
Vigilante 8 Strategy
Demo Disc playables: Tekken 3, Turbo Prop Racing

Issue 12 – September 1998 **$10**
Elemental Gearbolt Strategy
Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

Issue 13 – October 1998 **$10**
Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

Issue 14 – disc only **$7.99**
Demo Disc playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance

Issue 15 – December 1998 **$10**
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

Issue 16 – January 1999 **$10**
Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 **SOLD OUT**

Issue 18 – March 1999 **$10**
Syphon Filter Strategy
Demo Disc playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

Issue 19 – April 1999 **$10**
Silent Hill Strategy
Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

Issue 20 – May 1999 **$10**
Legend of Legaia Strategy
Demo Disc playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

Issue 21 – June 1999 **$10**
Gex 3 Strategy
Demo Disc playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

Issue 22 – July 1999 **$10**
Street Fighter Alpha 3 Strategy
Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

Issue 23 – August 1999 **$10**
Ape Escape Strategy
Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

Issue 24 – September 1999 **$10**
Jade Cocoon Strategy
Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

Issue 25 – October 1999 **$10**
Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26 – November 1999 **$10**
Crash Team Racing Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27 – December 1999 **$10**
Dino Crisis Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

Issue 28 – January 2000 **$10**
Resident Evil 3: Nemesis Strategy
Demo Disc playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

Issue 29 – February 2000 **$10**
Medal of Honor Strategy
Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

Issue 30 – March 2000 **$10**
GT2 Strategy
Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31 – April 2000 **$10**
Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32 – May 2000 **$10**
Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33 – June 2000 **$10**
Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

Issue 34 – July 2000 **$10**
Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

Issue 35 – August 2000 **$10**
Who Wants to Be a Millionaire
Demo Disc playables:
Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36 – September 2000 **$10**
Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

Issue 37 – October 2000 **$10**
Star Wars
Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

Issue 38 – November 2000 **$10**
PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

Issue 39 – December 2000 **$10**
Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

Issue 40 – January 2001 **$10**
Gran Turismo 3
Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

Issue 41 – February 2001 **$10**
Z.O.E.
Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

Issue 42 – March 2001 **$10**
EA Sports Big
Demo Disc playables:
CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

Issue 43 – April 2001 **$10**
Twisted Metal: Black
Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

Issue 44 – May 2001 **$10**
MoH: Frontline
Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

Issue 45 – June 2001 **$10**
Dark Cloud
Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

Issue 46 – July 2001 **$10**
Tomb Raider
Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

Issue 47 – August 2001 **$10**
Final Fantasy
Demo Disc playables: Final Fantasy VIII *Video previews:* Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

Issue 48 – September 2001 **$10**
Ico
Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

Issue 49 – October 2001 **$10**
Silent Hill 2
Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

Issue 50 – November 2001 **$10**
Grand Theft Auto III
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3 *Video previews:* Dragon Warrior VII, Syphon Filter 3

Issue 51 – December 2001 **$10**
Metal Gear Solid 2
Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001 *Video previews:* Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

Issue 52 – January 2002 **$10**
Jak and Daxter
Demo Disc playables: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip *Video previews:* Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

IN THIS EDITION

Thanksgiving is right around the corner, so take a second during turkey-day to give thanks for *OPM*'s Replay section. It'll frighten your parents, but all of the younger folks huddled around the table will wryly smile.

After dinner, when you're stuffed fatter than that turkey, you can put to use some of our top-flight strategies to pull you through *SOCOM*, *Kingdom Hearts*, *Grand Theft Auto III* or even *Robotech*. You'd best get through all of these games because next month we're going to blow out what should be the greatest-selling PS2 game of all-time: *GTA: Vice City*! Until then, check out the tips for finding the best football leagues online, codes for the top-selling PSone and PS2 titles, and a few jokes about people who actually play games like *Digimon*!

SECRETS **REVEALED**

PS2 Games

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SOCOM Navy SEALs 198
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Twisted Metal: Black 193

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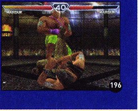

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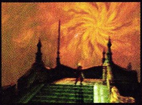
SPECIAL **FEATURE:** PS2 GREATEST HITS

Still don't have a network adapter? It's not so bad when you can spend that money on $20 games!



DEVIL MAY CRY

Dante is, inarguably, the king of cool. Any man with a gun and a sword should always be thought of in that way. We deliver tips so Dante can stay cool when the action gets hot.

TWISTED METAL: BLACK

There's something strange about wanting to be in a car and blow up other cars, but if you like it, we'll support you. Unlockables await in this vehicular combat bonanza.

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ❶ indicates its rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
2002 FIFA World Cup	EA Sports	●●●●	58
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aggressive Inline	Acclaim	●●●●◖	59
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
All-Star Baseball 2003	Acclaim	●●●◖	56
Antz Extreme Racing	Empire	●◖	61
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Armored Core 3	Agetec	●●●◖	61
Army Men: Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Blade II	Activision	●●	62
Blood Omen 2	Eidos	●●●◖	57
Bloody Roar 3	Activision	●●●◖	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Commandos 2: Men of Courage	Eidos	●●	62
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Defender	Midway	●●●◖	62
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Dino Stalker	Capcom	●●●◖	61
Disney Golf	EA Games	●●●●	61
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Downforce	Titus	●●	57
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dropship	Bam!	●●●●	57
Dual Hearts	Atlus	●●●	61
Dynasty Tactics	Koei	●●●●◖	61
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56
Egg Mania: Eggstreme Madness	Kemco	●●◖	61
Endgame	Empire	●●	59
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 2002	EA Sports	●●●●◖	60
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
Ferrari F355 Challenge	Sega	●●	61
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
Final Fantasy X	Square EA	●●●●●	53
Fireblade	Midway	●●◖	59
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Freekstyle	EA Sports Big	●●●●	59
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
⑤ Gran Turismo 3: A-spec	Sony CEA	●●●●●	46

You want the bonus cars. You want all four of them. But you're having trouble getting them? Be troubled no more. Just get two memory cards and enough cash to buy the cars at the resale price. Then get ready to roll.

First, save your progress at the end of the second-to-last race as long as you have enough points to skip the last race. Then, you guessed it, skip the last race. Press X when the black circle is under the desired car. If you do not get the car you desire, reload card one and try again. Once the desired car is chosen, save it to your second memory card. Reload card one, skip the last race and choose the desired car. Go to trade it in without saving in the main menu. Load the second card in the trade menu. Buy the previously chosen car, then overwrite and save to the second memory card. Reload the first memory card, skip the last race, choose the next car, then go to trade again. Load card two in trade. Next, buy all previously chosen cars, overwrite, and save to card two again. Repeat until you get exactly what you want.

Game	Publisher	Score	Issue
④ Grand Theft Auto III	Rockstar	●●●●●	52

We know you're already playing GTA: Vice City, but this one's still No. 4 on the sales charts. These should help you out for ol' GTA3.

All weapons

R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Lots Of Cash

R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up

Full Armor Cheat

R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up

Full Health Cheat

R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up

Blow Up All Cars

Game	Publisher	Score	Issue

L2, R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1

No Wanted Level

Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Saving the game will make the effects of this code permanent.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◖	53
Grandia Xtreme	Enix	●●●◖	62
Gravity Games Bike: Street, Vert, Dirt	Midway	◖	61
GTC Africa	Majesco	●●◖	58
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungrave	Sega	●●●◖	61
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Headhunter	Acclaim	●●●	57
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
Hidden Invasion	Conspiracy	●●●	60
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◖	54
Kelly Slater's Pro Surfer	Activision	●●●◖	61
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
Kingdom Hearts	Square EA	●●●●◖	61
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Le Mans 24 Hours	Infogrames	●●◖	48
The Legend of Alon D'ar	Ubi Soft	●◖	54
Legends of Wrestling	Acclaim	●●◖	53
Legion: The Legend of Excalibur	Midway	●●●	59
Lego Racers 2	Lego Media	●●◖	51
Lethal Skies	Sammy	●●●	58
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
① Madden NFL 2003	EA Sports	●●●●●	60

Beating the Ground Attack Mini-Camp

That fullback is your lifeline. You'll need to get to the endzone to win. Rely on your footwork, not just your special moves. Cutbacks rule.

Getting the Gold:

- Stiff-arms rule and jukes fool. If you're going to win, use your shoulder buttons. The stiff-arm will keep tacklers at bay, and the jukes will trip them up big-time.
- The spin move can make you look like the second coming of Walter Payton. It'll fool tacklers and you'll score more.
- Hold off on your speed burst. Sometimes you can change direction and confuse the slow-footed CPU tacklers.

Dominating the game situation:

- Remember to hold off on the speed burst to get your first downs. You don't always need it.
- Kneel on the ball if it's second and short. Then hammer forward for the first down. It'll burn clock or an opponent's timeout.

Game	Publisher	Score	Issue
The Mark of Kri	Sony CEA	●●●	59
Marvel vs. Capcom 2	Capcom	●●●●	61
Mat Hoffman's Pro BMX 2	Activision	●●●●	60
Max Payne	Rockstar	●●●●	53
Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
⑥ Medal of Honor: Frontline	EA Games	●●●●●	58

Bounce the Nazis already, will ya?

Invincibility

Pause the game and press Square, L1, Circle, R1, Triangle, L2, Select, R2. The game will automatically resume.

Rubber grenade mode

Enter BOING at the Enigma Machine. If you entered the code correctly, green lights will flash. Select the Bonus option underneath the Enigma Machine to enable/disable this cheat.

Snipe-O-Rama mode

Enter LONGSHOT at the Enigma Machine. If you entered the code correctly, green lights will flash. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat. This cheat allows all guns to zoom like a sniper rifle.

Say what?

Enter the options menu and turn on the subtitles. This will allow you to know what the Germans are saying.

Game	Publisher	Score	Issue
Men in Black II: Alien Escape	Infogrames	●●◖	60
Metal Gear Solid 2	Konami	●●●●●	51
Metropolismania	Natsume	●●●	61
Midnight Club	Rockstar	●●●●	39
Mike Tyson Heavyweight Boxing	Codemasters	●	58
Mister Mosquito	Eidos/Fresh	●●●◖	56
MLB Slugfest 20-03	Midway	●●●●	59
Mobile Suit Gundam: Federation vs. Zeon	Bandai	●●●◖	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
MX Superfly Featuring Ricky Carmichael	THQ	●●●◖	59
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NASCAR Thunder 2003	EA Sports	●●●●◖	62
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA College Football 2K3	Sega Sports	●●◖	60
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
③ NCAA Football 2003	EA Sports	●●●●●	60

NCAA is *OPM*'s football game of choice. If you want to get better at it, follow these directions.

Punt Block

You can go with the Punt Return formation, but it'll cause more heartache than glory. Go with Punt Block and take the strong safety. Once the ball is snapped hold down L1 (strafe) and push down to intercept the defender who wants to scoot down the field. After that, take control of the punt returner. Once you catch the ball, cut immediately to your left or right and speed burst to get away from the defenders. Beware, though, if you miss your block, consider calling for a fair catch. Otherwise you might get licked and fumble.

Game	Publisher	Score	Issue
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA GameBreaker 2003	Sony CEA	●●	61
NCAA March Madness 2002	EA Sports	●●●	53
Need for Speed: Hot Pursuit 2	EA Games	●●●●●	62
NFL 2K2	Sega Sports	●●●◖	52
⑧ NFL 2K3	Sega Sports	●●●●◖	60

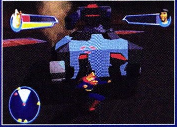
You wanna run, right? We'll get you to paydirt.

Run With It

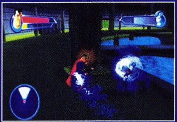
- Don't speed burst right away. In fact, don't use it at all until you're really through the line or not being pursued. Speed burst is a love scent for opposing tacklers. They smell it and track you down—quickly. Hunt to the line with patience and purpose before going for the speed and you'll be much better off.
- Some of the better special moves don't even require you to charge your arrow. By pressing the right and left triggers simultaneously, you get a surge that increases your chance of breaking

SUPERMAN: SHADOW OF APOKOLIPS

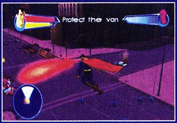
BEAT THE BOSSES



Kanto: Darkseid's right-hand man attacks you with a large tank (apparently so big, not even your superstrength can lift it!). You'll find mines in the boxes similar to those you navigated through in the Clark level. Blow these toward Kanto and quickly zap them with heat vision to deliver mass damage. You might even find it easier to work your way behind the tank and go in fists-a-flyin'.



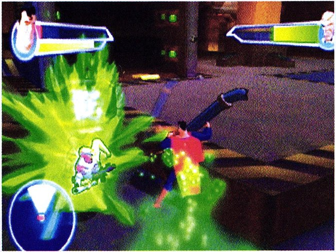
Livewire: The "proper" way to defeat Livewire is to use your heat vision on the proper bridge control at the proper time. But we prefer the quicker, easier, more direct approach. When she's in your sights, shoot her with a heat blast and don't let up until you're out of superpower. Fly around to regenerate power or to heal if you need to. Repeat the process when she returns, and take out the panels at the top when she's back in her third and final incarnation.



Parasite: You've got three priorities here: 1) Protect the bullion truck by using cooling breath to put out any fire. 2) Protect yourself from Parasite's attacks. (He has your powers now!) 3) Take Parasite down. Your best bet is to use stuff in the environment. Cars work remarkably well—just watch out for any headed your way! Another good tactic: Knock him down either with heat blasts or by swinging a pipe at him, then pummel him with heat blasts until your superpower runs dry.

Metallo: When you face Metallo in Luthor's office, use the fighting tactics you've learned to master throughout the game, and you should have no problem—especially if you wale away on him with a lamp!

When the fight moves on to the factory, Metallo gets a little quicker and more aggressive. You'll have to fight two incarnations of him here, and he only gets tougher as you go. Pipe bats work especially well up close, and you're likely to need to throw a few cars his way as well. Dodge Metallo's Kryptonite blasts by standing behind any cars, walls or other cover that can absorb the shot. Once you've defeated his metallic form, quickly zap the control panel on the second story, or he'll return.



SLY COOPER

A quick and easy guide to beating the Fiendish Five

Raleigh

Panda King

Ms. Ruby

TIDE OF TERROR
EYE OF THE STORM

After Raleigh bloats to gargantuan size, the pattern to beat him is simpler than it first appears. Here's the sequence.

1) First, he'll bloat up and jump onto whatever platform you're standing on (all the others fall away). Watch his shadow and keep running from left to right; he'll follow you as he bounces around. He'll jump five times before shrinking back to his normal size. Hit him as soon as you can. If you miss, he'll leap back to his platform and you'll have to repeat the process.

2) Watch the flashing lights on the platforms...when they flash, they're about to drop into the water. All you need to do is pick a direction and keep jumping from platform to platform. When Raleigh bloats up and leaps after you, he'll bounce 10 times before shrinking. When he lands for the 10th time, hit him once.

3) All of the platforms except the one you're standing on will fall away. Raleigh is bloated, and sticks his tongue out and spins counter-clockwise. Stand in one place and double-jump to avoid getting licked. He'll spin six times before he shrinks allowing you to hit him for the final time.

SUNSET SNAKE EYES
LAST CALL

Muggshot's a big guy with a lot of firepower, but the key to success here is not to get stressed out. There's a pattern to follow just like everywhere else, so stay cool. Here's the sequence.

1) On the ground floor, run to the nearest corner, whack the mirror with your stick and then run around the edge of the room counter-clockwise, whacking the mirrors as you pass them. Don't stop, you can do the whole thing on the fly—and that means you can hurry through the first third of the boss-fight.

2) The second level up is very much like the level below—it's just a weird shape. Don't worry...the same tactic works. Whack the mirror right in front of you and run right. Follow the edge of the platform (don't fall off!) to wherever it takes you, whacking mirrors as you pass them. When Muggshot shoots at you and you think it's going to hit, either try to stand behind a crystal or double-jump to leap over the bullets.

3) The very top level is the most intimidating, as it requires you to keep using Sly's fancy ninja balancing technique. Remember, whenever you jump, hit Circle to land properly. The key here is to spin the mirrors, but not let Muggshot spin them back again. Move counter-clockwise, then jump forward toward the first mirror—whack it to spin it around and then immediately jump to the out circle, then point to the right. When you're in the open (not behind a mirror), Muggshot will be facing you so he won't undo your handiwork. Repeat this process all the way around until you've spun all of the mirrors.

VICIOUS VOODOO
A DEADLY DANCE

It's time to bust out your *PaRappa* skills here. The pattern is always the same, so it's a case of getting yourself into the rhythm as Ms. Ruby fires button combos at you.

1) The first run is a series of seven three-button moves, which are straightforward, followed by four individual button presses. After you've hit the final X, leap at Ms. Ruby and hit her once. She'll disappear and take you to the next section.

2) Things get more complicated in this second series, and watch out for the tempo change (it gets slower) as you get closer to Ms. Ruby. As before, at the end, leap toward Ms. Ruby and hit her once.

3) The final round is more complicated as she fires more moves at you at a faster pace. As you get closer, she'll keep firing triangles at you and you'll think things are getting easy. Be careful, though...right at the end, she throws in a crafty X to throw you off before you make one final leap at her.

FIRE IN THE SKY
FLAME-FU!

Taking on the Panda King is one of the game's most challenging encounters. Whereas many of the other boss-fights have relied on a degree of logic, taking on PK is all about getting in close and whacking him good and hard with your stick. Is there an easy way? Well, kinda.

1) The circle in which Panda King stands is his zone of "awareness." Once you cross the line he'll break out one of his Flame-Fu moves, the first of which is the Wheel of Fire. Jump into the ring and get as close to the center of the circle as you can. When he shouts "Wheel of Fire!" double-jump on the word "fire" and start waling on him to knock him down. When he's had enough, he does a crazy wave (we're not sure why either). Hit him at this point and he'll then belly-butt you out into the level.

2) Get back to PK as quickly as you can. This time, he's added another move to his repertoire, the "Palms of Thunder." You need to be in the air as he makes this move, so get in close and make sure you double-jump as he says the word "thunder." Keep hitting him until he belly-butts you again.

3) Head back to PK's circle and he'll bust out insane karate chop moves. Jump into the circle and keep either double-jumping toward his head, or running in a clockwise direction. Attack as much as you can, but always remember to double-jump as you hear the word "chop." Depending on how much damage you've done, he may belly-butt you again.

4) Repeat step three and keep hitting PK as quickly as you can. Eventually you'll get him!

THE COLD HEART OF HATE
A STRANGE REUNION

Remember when we said that Panda King was one of the hardest parts in the game? Well, Clockwerk is as insanely difficult at first. As with everything else, though, there are some basic patterns that you can spot, and all you need to do is keep calm and not get stressed.

1) This bit's easy. Just avoid the pink laser bolts and aim for the sparkly bits. First his head, then his feet, then his ass and finally his right wing. Just mash down on the square button to keep shooting.

2) Clockwerk will fire a series of four rings at you in a seemingly random pattern. As they get close to you, they do a funky twist thing, but don't worry—they don't actually deviate from their path. Pass through the middle of the rings and shoot the sparkly parts of Clockwerk. First you'll aim for the wing on your left, then his head, then the wing on your right.

3) Once you've shot Clockwerk down, you get to the crazy part. Jump forward onto the first platform in front of you that's floating in the lava and take a moment to look around. You're following the blue trails, so remember to always tap Circle when you jump so you land properly. Keep moving...don't stop or the big pink plasma thingies will zap you. Leap to the sneak points and again, keep moving. When you're faced with the platform with the yellow lasers, leap into space and then immediately leap (with Circle) onto the turret so you can take a breather. Leap into space again, then onto the turret, then off the end of the platform. Hit Circle to grab the piping. Crawl along the pipe and time your moves to avoid the red lasers (they follow a simple pattern—you have time to wait and watch). Crawl to the top of the pipe and leap onto Clockwerk's back. When you're within reach of his head whack him as many times as you can. Don't move forward or you'll fall off. About five or six good whacks will finish him off.

Muggshot

Clockwerk

Have any tips on beating tough *GTA: Vice City* missions? Write us at opm@ziffdavis.com and title the e-mail *Replay: GTA: Vice City*.

tackles. It also almost always guarantees that you'll have forward momentum when being tackled, which can add a yard or two to every run.

- Charge your icon (when in the clear) by pressing X, and you'll get an enhanced speed burst while lowering your head to protect the ball. Do this with bigger backs and you will typically run over one or two guys and possibly even give a joyride to a couple more.

Game	Publisher	Score	Issue
NFL Blitz 20-02	Midway	●●●●	55
NFL Blitz 20-03	Midway	●●●◖	60
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL GameDay 2003	Sony CEA	●●◖	61
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 20-02	Midway	●●●●	51
NHL Hitz 20-03	Midway	●●●●◖	62
Ninja Assault	Namco	●●◖	61
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
7 Onimusha 2: Samurai's Destiny	Capcom	●●●●	60

Want some bonuses after you're done with your hack 'n' slash sessions? Try these on for size.

Extra Jubei

Grab the Fashionable Goods item and beat the game with an S ranking to unlock this in the Special Features menu. With this on, you can start a new game as Jubei with a sexy leather pantsuit along with sunglasses that can be removed and added with L2.

Extra Oyu

Play over and over and make good alliances with the sub-characters until you manage 100% of the scenarios in Scenario Route. Just keep doing this until all the scenarios have been revealed in the Scenario Route viewer. Once you accomplish that, Extra Oyu will be unlocked in Special Features. Toggled on, you can start a new game with Oyu with a sleek '70s outfit.

Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man Fever	Namco	●●	60
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	●●◖	60
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Riding Spirits	Bam!	●●●◖	61
Ring of Red	Konami	●●●●	43
RLH: Run Like Hell	Interplay	●●●	62
Road Trip	Conspiracy	●●●●	61
Robotech: Battlecry	TDK	●●●◖	62
Romance of the Three Kingdoms VII	Koei	●●◖	60
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
The Scorpion King: Rise of the Akkadian	Universal	●●	62
Sega Bass Fishing Duel	Sega	●●●	62
Sega Soccer Slam	Sega Sports	●●	62
Sega Sports Tennis	Sega Sports	●●●●◖	60

Game	Publisher	Score	Issue
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadow Man: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Shifters	3DO	●	58
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silent Scope 3	Konami	●●●◖	62
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons: Road Rage	EA Games	●●●	52
Sky Gunner	Atlus	●●●◖	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Sly Cooper and the Thievius Raccoonus	Sony CEA	●●●●●	62
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◖	59
2 SOCOM: U.S. Navy SEALs	Sony CEA	●●●●●	60

It's a riot to dominate online and these tips for Abandoned should keep you in the driver's seat for a good, long while.

Seal Side: The High Road

From the SEAL start point, swing far left and you'll see a bordered, paved path that runs along the cliff face. However, what you may not notice is the thin ledge above that path. You can climb up to it at the start of the path and follow it around to the tunnel entrance, where you'll find a nice, secluded platform perfect for sniping. This offers a great view of the main temple and the broken bridge, two oft-traveled areas for both teams. You'll also be able to get the jump on any Terrorists coming out of the tunnel. Won't they be surprised!

Seal Side: River Hideout

Many players don't notice that under the broken bridge is a small alcove carved into the cliff. The vegetation hanging down in front of the hole makes it tough to spot a player hidden within.

From this spot you can see anyone moving through the river tunnel; it also puts you in a great position to take advantage of anyone falling off the broken bridge (which happens quite a bit—it's a tough jump) or coming out of the burial rooms.

Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Space Race	Infogrames	●●◖	59
Spider-Man	Activision	●●●●◖	57
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I — Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56
Star Wars: Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
State of Emergency	Rockstar	●●●	55
Stitch: Experiment 626	Sony CEA	●●◖	59
Street Fighter EX 3	Capcom	●●●◖	39
9 Street Hoops	Activision	●●●◖	60

Go to the cheat screen and input these codes.

Get 1/2 Man 1/2 Amazing

Play World Tournament. When you get to the Urban Hitmen beat them. You got 1/2 Man 1/2 Amazing but cannot use him until you pay $10,000.

Pimp Uni's

R1, Square, Circle, L2

Black Ball

R2, R2, Circle, L2

Block Party

R1, Circle, L2, R2

Brick City Uniforms

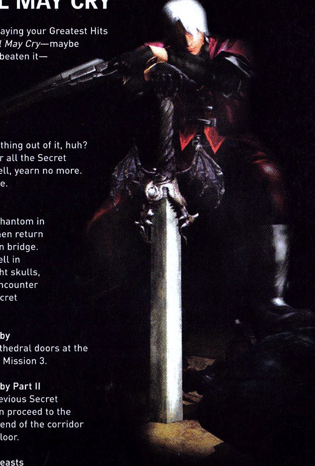
R1, L2, R1, L1, Circle, Square, R1, L1

Clown Uniforms

Square, L1, Square, Circle

PS2 GREATEST HITS

DEVIL MAY CRY



So, you're playing your Greatest Hits copy of *Devil May Cry*—maybe you've even beaten it—but you still haven't gotten everything out of it, huh? You yearn for all the Secret Missions. Well, yearn no more. Here they are.

Critical Hit
Defeat the Phantom in Mission 3, then return to the broken bridge. Where you fell in before to fight skulls, you'll now encounter your first Secret Mission.

Phantom Baby
Enter the cathedral doors at the beginning of Mission 3.

Phantom Baby Part II
Clear the previous Secret Mission, then proceed to the study at the end of the corridor on the first floor.

The Three Beasts
Defeat the Shadow in Mission 4, then head to the hangar. Keep striking the wall plate and enjoy the ride down to the fourth Secret Mission.

One-Eyed Devil
Remember where you first ran into the Beelzebubs in Mission 7? Go there after you're rid of the Guiding Light.

Wandering Ghosts
Exit the greenhouse at the beginning of Mission 11 to where you fought the Kyklopses in Mission 10.

Water Cell
Once you've cleared Mission 13's sunken ship—but before Mission 14 officially begins—go back through until you encounter the captain's skeleton. The quarters lie in a small opening near the three staircases that lead to the door that won't open

Treasure of the Reaper
At the beginning of Mission 15, immediately head down to the round room in the mountain with all of the blue flames leading to it. Take the lift down to the spikes area (where Mission 14 began), and look at the skull carving that blends in with the wall to the left.

Stairway to Tranquility
Go back into the coliseum right after leaving Mission 16.

Shadow of Darkness
Defeat the Nightmare in Mission 16, then go to the hangar.

Blue Gem in the Sky
At the beginning of Mission 17, jump across the broken bridge without falling into the water. (Make sure to save your game at the end of Mission 16, as you only get one shot at this.)

Hidden Bangle
Open a secret room at the beginning of Mission 21, across from the statue, by pressing X against the wall.

KINGDOM HEARTS

Every Keyblade and every dalmatian pup—plus a walkthrough for Hollow Bastion

One of the toughest areas, Hollow Bastion is a layered, looping maze of a world that brings to mind those final dungeons from your favorite Final Fantasy *games. Don't feel bad if you get stuck—we got lost, too! Just follow our handy walkthrough to find your way around.*

After you hop your way to the upper platform, Beast will join your party. Now you need to get your Keyblade back!

1. Go to the archway, which will take you to the Castle Gates.
2. Follow the path to the right. Go through the gate and trigger the trolley to head down.
3. Enter the air bubble that's on the surface of the water on the far right. It will take you to the Waterway.
4. To the left of the Save Point are some bars. Examine them, and Beast will bust 'em up real good.
5. Enter the air bubble that's on your left.
6. Once out of the water, go through the passage on your left. Check out the first emerald stone.
7. Examine the next emerald stone, which is further down the passage.
8. Hang a right around the corner, then check out the emerald stone that's on the wall.
9. Behind you is an emerald stone on the ground. You know what to do, doncha?
10. Hop into that air bubble floating above your head.
11. Find the stone that's on the wall, and examine it to trigger the platform.
12. Go right, where you'll find yet another stone on the wall. Do your thang.
13. Go back to the Castle Gates. Now you can go straight and head through the big double doors.

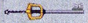
Hoo boy, time for a showdown with yer old pal Riku. Steel yourself for a tough battle. Be sure to fly and dodge roll a lot, and always be ready to heal yourself. Once you defeat him, you'll have to find your way through the library.

1. Head up the stairs on the left. Enter the library through the door on the left.
2. Pop around the corner on the left and grab that red book lying on the floor.
3. Return the book to the proper shelf with the other red books.
4. Mosey up the staircase and grab the brown book that you'll find on the desk.
5. Now pull the green book from the shelf by the double doors. Replace it with the brown book.
6. On your left is a switch. Examine it, then go through the double doors to return to the Entrance Hall.
7. Find the small tombstone with the lightning bolt. Cast Thunder on it.
8. Next, use Fire spells to light all the candles by the statues.
9. Grab the Blue Emblem piece in the center of the room.
10. Around the statue of a face are two vases. Destroy them.
11. Grab the Maroon Emblem piece that's in the fountain below.
12. Head back to the second floor. Trigger the Red Trinity that's in front of the statue of the horse's head.
13. Grab the Green Emblem piece that's on the first floor.
14. Back to the second floor. Find the statue without anything around it, then slide it to the left.
15. Grab the second Maroon Emblem piece that's in the chest.
16. Go up the stairs and put the four emblem pieces in the door.

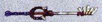
After a cut-scene, you'll have to hightail it to the Castle Chapel. Use this part of the walkthrough again when you later return to Hollow Bastion so you can find your way back to the Chapel.

1. Leave through the door to get to the Lift Stop.
2. Go left through a dark passage to get to the Castle Gates.
3. Go up the stairs and head right. Check out the blue crystal.
4. Once you're off the platform, head up the stairs and trigger the big platform.
5. Examine the orange crystal in the middle of the platform once you're done bashing away at a buncha Heartless.

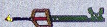
EVERY KEYBLADE UNCOVERED



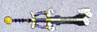
KINGDOM KEY
Your starter Keyblade.



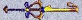
JUNGLE KING
Long but low on critical blows. Get after locking Deep Jungle.



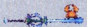
METAL CHOCOBO
Powerful and long, but seldom dishes out critical blows. Reduces max MP by 1. Given after beating Cloud in the Hercules Cup.



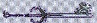
OLYMPIA
Powerful and tough to deflect, with a tendency to dole out devastating critical blows. Earned after winning the Phil, Pegasus and Hercules cups.



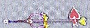
THREE WISHES
Powerful and tough to avoid. Receive after locking Agrabah.



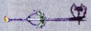
CRABCLAW
Solid physical damage with a boost to magic and summons. Raises max MP by 1. Receive after locking Atlantica.



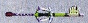
LIONHEART
Massive power as well as a boost to magic and summons. Raises max MP by 1. Earned for defeating Leon and Cloud in the Hades Cup tournament.



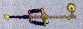
LADY LUCK
Major boost to magic and summons, and raises max MP by 2. Found by triggering white Trinity Mark in Wonderland.



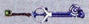
PUMPKINHEAD
Extra long, and it can dish out a series of critical attacks. Receive after locking Halloween Town.



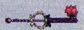
FAIRY HARP
Boosts magic and summons, and raises max MP by 1. Occasionally unleashes a mighty critical blow. Receive after locking Neverland.



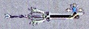
WISHING STAR
Short but powerful, since it always ends a combo attack with a strong critical blow. Find it in Geppetto's House in Traverse Town after finishing Monstro.



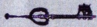
SPELLBINDER
Boosts magic and summons, and raises max MP by 2. Merlin gives this to you after you get all first-level spells.



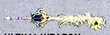
DIVINE ROSE
Powerful, tough to avoid and often doles out a series of critical attacks. Belle gives it to you when you speak with her in the Library.



OATHKEEPER
Boosts magic and summons, and raises max MP by 1. Can dish out a string of critical hits. Given to you by Kairi when you speak to her in Traverse Town's Secret Waterway.



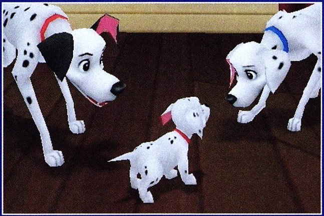
OBLIVION
Incredibly powerful, but reduces max MP by 1. Find it in a chest in the Grand Hall of Hollow Bastion.



ULTIMA WEAPON
The king of keyblades, with awesome attributes and unparalleled power. Also raises max MP by 2. To get the Ultima Weapon you first need to synthesize one of every other item at the moogle's Item Workshop. Then you'll need five Lucid Gems, five Power Gems, five Thunder Gems, three Mystery Goos and three Gales.

What's your favorite keyblade in *Kingdom Hearts*? Write us at opm@ziffdavis.com and title the e-mail *KH: Favorite Key.*

6. Once you're off the platform, go left and then down the stairs. Go through the door to get to the Lift Stop.
7. After examining the blue crystal, go right, then up the stairs to the the Great Crest.
8. On the left is a blue crystal. Examine it.
9. Find the orange crystal, which is in the corner in the lower area of the Crest, then examine it.
10. Go through the dark passage, around to the flip side, then go through the doorway to reach the High Tower.
11. In the corner is an orange crystal that you need to examine. This will lower the wall.
12. Hop on the lowered walls to get to the higher section.
13. Go around the corner and head through the doorway that's on the right of the Lift Stop.
14. Go straight and eventually you'll reach the doors of the Castle Chapel.



FIND ALL 99 DALMATIAN PUPS

DALMATIAN	LOCATION
1, 2, 3	Traverse Town, island across from Mystical House
4, 5, 6	Traverse Town, Alleyway
7, 8, 9	Traverse Town, Item Workshop
10, 11, 12	Traverse Town, Secret Waterway
13, 14, 15	Wonderland, Queen's Castle
16, 17, 18	Wonderland, Lotus Forest
19, 20, 21	Wonderland, Tea Party Garden
22, 23, 24	Coliseum, Gates, near statue on the right
25, 26, 27	Deep Jungle, Hippos' Lagoon
28, 29, 30	Deep Jungle, Vines 2
31, 32, 33	Deep Jungle, Climbing Trees
34, 35, 36	Deep Jungle, Camp
37, 38, 39	Agrabah, Aladdin's House
40, 41, 42	Halloween Town, Bridge
43, 44, 45	Neverland, Clock Tower
46, 47, 48	Agrabah, Palace Gates
49, 50, 51	Agrabah, Cave of Wonders, Entrance
52, 53, 54	Agrabah, Treasure Room
55, 56, 57	Monstro, Chamber 3
58, 59, 60	Wonderland, Queen's Castle
61, 62, 63	Hollow Bastion, Grand Hall (second time there)
64, 65, 66	Halloween Town, Cemetery (after defeating Oogie Boogie)
67, 68, 69	Halloween Town, Guillotine Square, below Jack's house
70, 71, 72	Halloween Town, Guillotine Square, gray pumpkin
73, 74, 75	Monstro, Mouth, after water recedes
76, 77, 78	Monstro, Chamber 3
79, 80, 81	Monstro, Chamber 5
82, 83, 84	Neverland, Ship's Hold. Fly to the beam, but only after defeating Captain Hook
85, 86, 87	Neverland, Ship's Hold. Trigger yellow Trinity.
88, 89, 90	Neverland, Captain's Cabin
91, 92, 93	Hollow Bastion, Rising Falls
94, 95, 96	Hollow Bastion, Castle Gates. Grab floating chest using Gravity.
97, 98, 99	Hollow Bastion, High Tower. Grab floating chest using Gravity.

Next month: Find every Trinity mark. Secret bosses, rare items and extra modes. Plus, your tips and tricks for the game (that means you'll have to e-mail them to us at opm@ziffdavis.com with the subject "KH Tips." We're especially looking forward to your thoughts on the whole Gummi ship thing, so get cracking!).

Game	Publisher	Score	Issue
Cowboy Uniforms Circle, R2, R2, R1 **Kung Fu Uniforms** Circle, Circle, Square, L1			
Stretch Panic	Conspiracy	●●●◖	47
⑩ Stuntman	Infogrames/Atari	●●●	59
Our initial advice is to avoid this game, but really, some part of our gaming ego demands that we keep playing until we beat it. With that in mind, we deliver codes to ease your Stuntman headache. **Cheat mode** Enter MUssON, a case-sensitive driver's name, at the New Game menu to unlock all cars, toys and trailers. **All driving games, cars and toys** Enter Bindl, a case-sensitive driver's name, to unlock all driving games, cars and toys. **All cars** Enter spiDER or ChUmP, a case-sensitive driver's name, at the New Game menu to unlock all cars in stunt constructor and training. **All toys** Enter MeFf, a case-sensitive driver's name, at the New Game menu to unlock all toys in Stunt Constructor mode. **Quick start** During the pre-race countdown, hold R1.			
Sub Rebellion	Metro 3D	●●●●	62
Summoner	THQ	●●●	39
Summoner 2	THQ	●●●◖	62
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Taz: Wanted	Infogrames	●●●◖	60
Tekken 4	Namco	●●●◖	61
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive	Infogrames	●●●◖	58
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
The Thing	Universal	●●●	62
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
Tribes: Aerial Assault	Sierra	●●●◖	62
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Turok: Evolution	Acclaim	●◖	62
Twisted Metal: Black	SCEA	●●●●●	47
Twisted Metal: Black Online	SCEA	●●●●	61
Ty the Tasmanian Tiger	EA Games	●●●	62
UFC Throwdown	Infogrames	●●●◖	58
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
Virtua Fighter 4	Sega	●●●●●	55
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Way of the Samurai	Bam!	●●●◖	59
Wild Arms 3	Sony CEA	●●●◖	62
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Escape from Buzz Buzzard Park	Dreamcatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PSone TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men: Air Attack	3DO	●●●●	27
Army Men: Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men: World War—Final Front	3DO	●◖	45
Army Men: World War—Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46

FOOTBALL ONLINE

Find a league of your own

FOOTBALL FOR THE MASSES

Now that the PS2 is online, the virtual gridiron is alive and well with competition. The PS2 offers the biggest installed base of possible online opponents and sports two of the market's best games in *NFL 2K3* and *Madden NFL 2003*. But finding good opponents is another story. You dominate your brother two states away, kick around your old college pal "Fish" and run roughshod over any anonymous fool you can find online. Is that enough? For some, it's not, and luckily there's a wealth of competitive leagues, ladders and tournaments for those who have competition coursing through their veins.

FANTASY FOOTBALL

League play is the most popular option for hardcore football fanatics. Here's how it works: Find a site online (I'll recommend a couple later), sign up, draft a team and exchange e-mail addresses and other pertinent info (this does not include your waist size) with other "owners" involved. One game a week is the standard format, and you typically follow the real NFL schedule. League parameters vary, but stats, injuries and realistic settings usually apply. This is a great way to get into the real season, while seeing a ton of different play styles and unique team differences. And it sure as hell beats whupping the CPU 41-3 again. If you don't have a ton of time to log game after game online, league play is where it's at.

POWER PLAY

Ladders and power rankings are another popular option. This is a simple process that basically involves playing a lot, beating guys above you in the rankings and moving up. The action here is more of a wild wild west atmosphere, as gamers tend to get "creative" in their approach to winning. Don't be surprised to meet the guy who audibles eight times per play, puts Marshall Faulk at QB and goes for it every fourth down. Pure video game skills are a premium in these contests, as the game rarely resembles "real" football. Ladders are a great way to hone your skills, and often offer some of the best ballers around.

KICKOFF

If you're ready to get started, here's a couple sites that offer both league and ladder play for *2K3* and *Madden*. Be warned, this hobby can be more addictive than surfing Shakira web sites. But it's a great way to be part of an online community, and to get the competition you're looking for. Good luck!

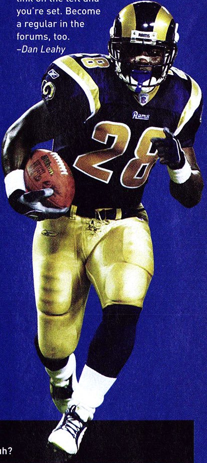
www.crushem.com

More geared toward ladder play, but several threads offer league action. Sign in and start posting on the message boards. You'll find plenty of willing challengers and probably get your ass kicked with regularity.

www.fgonline.org

League and ranking action are available here. One of the coolest features in the ranked play is seeing feedback from your opponents. You can also view prospective opponent feedback to see who's got the style of play you're looking for. Just click on the *NFL 2K3* or *Madden* power ranking link on the left and you're set. Become a regular in the forums, too.

–Dan Leahy



MADDEN NFL 2003 - 2002 NFL Season Simulation

Methodology: Using *Madden NFL 2003's* Franchise Mode, the 2002 season was simulated 30 times. Looks like they overrated the Rams, huh?

NFC	Average Wins/Year	Playoff App.	Division Titles	Conference Champ App.	SB App.	SB Wins
WEST						
St. Louis	14	27	25	17	11	8
San Francisco	10	15	2	4	2	2
Seattle	9	16	3	2	1	1
Arizona	4	0	0	0	0	0
NORTH						
Green Bay	11	22	19	9	4	2
Chicago	9	11	7	2	1	0
Detroit	6	1	1	1	0	0
Minnesota	5	3	3	0	0	0
SOUTH						
Tampa Bay	11	28	25	8	2	0
New Orleans	9	10	4	1	1	0
Atlanta	6	1	1	0	0	0
Carolina	5	0	0	0	0	0
EAST						
Philadelphia	12	28	22	12	7	3
Washington	9	14	6	3	1	0
NY Giants	8	4	2	0	0	0
Dallas	6	2	0	0	0	0

AFC	Average Wins/Year	Playoff App.	Division Titles	Conference Champ App.	SB App.	SB Wins
WEST						
Oakland	12	25	21	15	9	5
Denver	9	11	4	2	1	0
San Diego	8	10	5	3	1	0
Kansas City	5	0	0	0	0	0
NORTH						
Pittsburgh	14	30	30	17	7	5
Cleveland	9	9	0	2	0	0
Baltimore	7	2	0	1	1	0
Cincinnati	6	2	0	0	0	0
SOUTH						
Indianapolis	9	21	20	5	2	0
Tennessee	9	15	10	2	1	1
Jacksonville	6	0	0	0	0	0
Houston	4	1	0	0	0	0
EAST						
New England	10	16	9	3	2	1
NY Jets	10	15	10	6	3	1
Miami	10	13	8	5	3	1
Buffalo	8	8	3	0	0	0

Game	Publisher	Score	Issue
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Bass Fishing	Take 2	◖	58
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
c-12: Final Resistance	Sony CEA	●●◖	58
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◖	60
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Dexter's Laboratory: Mandark's Lab?	Bam!	●●●◖	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◖	55
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
❺ Digimon World 3	Bandai	●●◖	57

Permanent Digimon

Use the following trick to get permanent Digimon such as Paildramon or Omnimon. For example, to get Paildramon permanently, you must have a Digimon that can digivolve to Exveemon and Stingmon at level 5. To get Omnimon as well, you must have a Digimon that can digivolve to Metalgarurumon and Wargreymon at level 40.

Experience for all

Tag in all your weaker partners first, then tag in your strongest last. Do not forget to heal them to get the experience. Then, finish with the strongest Digimon. All the digimon will get the same amount of experience.

Game	Publisher	Score	Issue
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G-Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7

REPLAY FORUM

ONIMUSHA 2: ORNAMENTS

Onimusha 2 is incredible. If PlayStation 2 can't have *Dino Crisis* and *Resident Evil*, at least we've got Jubei.

Here's a hint for the Big Red Cabinet with the Ornament missing in Yagyu.

After Jubei sees his mother killed in Yagyu, collect the Ring of Takajo she leaves and head back to his house. You will find a huge red cabinet that says an ornament is missing. Use the Ring of Takajo here. Now you have unlocked a puzzle. To narrow down the possibilities and make the puzzle a lot easier, find the Four Guardians: Left picture. It's in a treasure box in the Northwest room of this house. (To access rooms with no doors, kick down partitions).

Jay
rebel35@gisco.net

GTA3: FBI RIDE

I'm such a big fan of *GTA3* that I have come up with some personal challenges. One that I have yet to complete is stealing an FBI car. I would like to know if they are as fast as the police car?

N'tare Williamson
NWilliamson
@datavantage.com

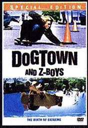
If you're such a big fan of *GTA3*, then you've probably started playing *GTA: Vice City* by now, so you won't even care to know that the cop car and the FBI ride are the same speed.

RED FACTION: STAYIN' ALIVE

I was wondering if there are any heat

Cont. on pg. 195

DVD EGGS



Dogtown and Z-Boys DVD

Skate or Die, twice over

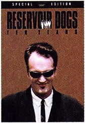
We dug up two segments that you skater types might like to see.

For the first, follow these steps:

- Go to Special Features, then Trailers.
- Move down to Main Menu, and push Up (there's a chance you'll have to push twice).
- The right-most surfboard will be highlighted, so press X. It'll activate a brief sequence of outtakes from the documentary.

For the second egg, do this:

- Go to Special Features and move to Alternate Ending: Alva 2000.
- Press Right (again, possibly twice).
- A skateboarder to the side will highlight.
- Press X for The Bicknell Hill Session, a series of still photos taken by Pat Darrin in 1974.



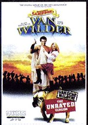
Reservoir Dogs 10th Anniversary Edition DVD

Listen up!

Plop in the second DVD of the set if you want an all-new look at the de-earing.

- Enter the Special Features menu.
- Enter the K-BILLY Radio section of the special features.
- Select the button closest to the right side of the screen.

A short scene should begin, re-creating the ear-cutting scene using action figures, while the original scene plays in a PIP.



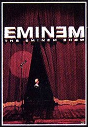
Van Wilder DVD

Drink recipe

- Put in Disc 2 and go to the main menu (when censored).
- When the star is on The Van Wilder Files, press Up once (to get an orange star on the "Un-rated" label on the right side).
- Press Up again to get a pink star.
- Press Up again to get an orange star again and then press X. "Naomi" (I MOAN backwards) from the movie, with another drink recipe on her tight shirt, is dancing around.

Pretty dancing girl

- Put in Disc 2 and go to the main menu (uncensored).
- Get the star on The Van Wilder Files option and press Up once to get an orange star on the "Un-rated" label on the right.
- Then press Down to get a pink star, then Up to get an orange star.
- Press Down to get a pink star, then press X. Naomi will bounce and dance around.

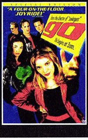


The Eminem Show DVD

Please stand up

We can't wait for *8 Mile*! Until then, try this:

- On the first menu, highlight Next and push Left. One of the seats should be highlighted.
- Press X and it'll play all the interviews on the disc straight through, without the concert bits.



Go DVD

Staring matches make us laugh

In the scene where Manny is having a staring contest with the cat, there is no verbal dialogue. If you have the subtitles on, an actual conversation occurs that, we'll admit, is quite funny.

If you have any extra fresh Easter Eggs, email us at opm@ziffdavis.com and mark your subject line DVD EGGS.

Game	Publisher	Score	Issue
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
⑦ Gran Turismo 2	Sony CEA	●●●●●	29

One of the top games on the PSone deserves a few codes, right?

Arcade Tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx Car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away*.

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
② Gundam Battle Assault 2	Bandai	●●●●	62

Be the nerdiest kid on the block by using these codes!

Unlocking new Mobile Suits

Zaku IIS

To unlock it in Street mode, beat Street mode on Hard with Gundam RX-78. To unlock it in Versus, Time Attack & Survival Modes, beat Street Mode with the Zaku IIS.

Tallgeese III

Beat Street mode on Hard with Gundam Deathscythe Hell Custom and Wing Gundam Zero Custom. To unlock it in Versus, Time Attack & Survival modes, beat Street mode with the Tallgeese III.

Master Gundam

To unlock it in Street mode, beat Street mode on Hard with Burning Gundam and Gundam Maxter. To unlock it in Versus, Time Attack & Survival modes, beat Street mode with the Master Gundam.

Acguy

To unlock it in Versus, Time Attack & Survival modes, beat Street Mode with Gundam RX-78.

Game	Publisher	Score	Issue
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35

Game	Publisher	Score	Issue
The Italian Job	Rockstar	●●●●●	57
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
Lilo & Stitch	Sony CEA	●●●◖	59
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
⑧ Madden NFL 2003	EA Sports	●●●●	62

Unlimited creation points

Go to "Rosters," then choose "Edit Player." Select the player that you want to be rated 99. Go to his attributes, then increase everything.

Easy tokens

Play two-minute drill and choose to play four players, all with your profile. Set "Fire" as the defense and the Vikings as your team. Next, use Singleback 4WR All Streaks for touchdowns all day.

Game	Publisher	Score	Issue
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	●●◖	45

Game	Publisher	Score	Issue
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLB 2003	Sony CEA	●●●●	60
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
9 Mortal Kombat Trilogy	Midway	n/a	n/a

Hidden Menu

Go to the Options Screen

Hold all four shoulder buttons for three seconds and the screen will shake. Then you can select the question mark option, allowing you one-button fatalities and other options.

Old School Characters

Highlight either Kano, Kung Lao, Jax, or Rayden and press select. They should explode and turn into MK1 Kano, MK2 Kung Lao, MK1 Rayden, and MK2 Jax (without metal arms). They have the same moves and fatalities as the ones in the old games.

Game	Publisher	Score	Issue
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11

Game	Publisher	Score	Issue
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL GameDay 2003	Sony CEA	●●●●	62
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1

PS2 GREATEST HITS

TWISTED METAL: BLACK

Clobbering the Midtown Suburbs

This level is large and spread out, which can work in your favor. Simply stay to the outskirts and wait for your rival cars to seek you out and you'll have a better chance of not getting ripped apart. Since it can take a while for health power-ups to respawn, cooling off in the middle of nowhere can buy you some time. As much fun as it can be there, it's usually best to stay out of the town area, as that's where most of the cars will congregate. One good spot to take out enemies is found in the town, though. Jump to the top of the A&L Transportation building, and from there, jump to other buildings in the town. You'll find lots of power-ups and you'll also be able to take out enemies below with homing weapons.

FERRIS WHEEL

Have you ever wanted to cut a Ferris wheel from its moorings and watch it smash through your town? Now you can live out this fantasy vicariously through *TMB*! Simply fire away at it and watch it roll, taking out any cars in its path!

SANCTUARY LIES WITHIN

At the edge of the town, you'll find a fairly large church. If you shoot the front or back of this structure, you will be able to hide inside and collect a nice Health Power-Up. And if you don't shoot through both walls, you can also use the church as a hiding spot.

SPECIAL CUBE ITEM

Unlock the Prison Level. Jump to the top of the long narrow building in the factory district and shoot the vent closest to the ocean to reveal the Black Cube.

MIDTOWN EXPRESS 104

Although it encompasses a wide variety of terrains, this level doesn't offer many good places to hide, making mobility the key to staying alive. Keep moving, and avoid the area immediately below the massive bridge where the trains pass—it will get congested with cars. Overall, the State Hospital offers the most sanctuary from conflict, but watch out when you jump into it—if you aim too far to the right, you'll die. Also, the Stadium area is great for fast cars such as Spectre.

DERAIL THE TRAIN

Show off your wicked side by lobbing a gas can at the bridge that the trains continually pass over. If your aim is true, the bridge will collapse, and any train that tries to cross will derail in a glorious display of carnage. Other than looking cool, this doesn't really serve any purpose.

RACE RUMBLE

There's a stadium in the back section of this level where go-karts are racing. Although the wide open spaces may deter you from this area, you'll find a Repair Station in the middle of the course. The cars racing around can make things interesting, though: They'll also attract homing missiles.

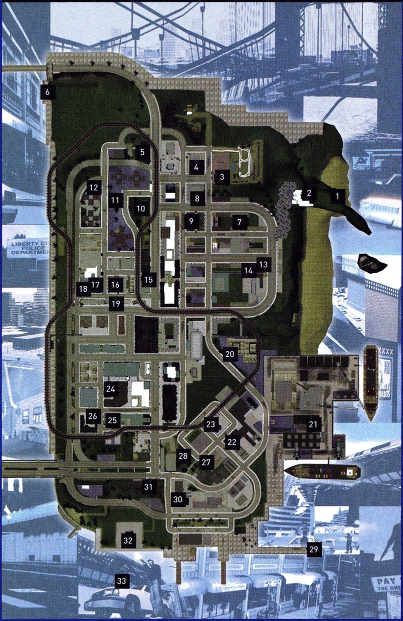
ENVIRONMENT WEAPON: LIGHTNING STORM

If anyone is camping in the factory district, a jolt of lightnng from the Environment Weapon will make them rethink their plans.

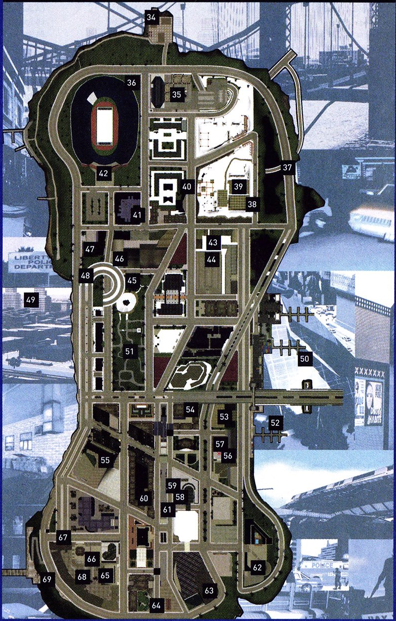
GTA3: HIDDEN PACKAGES

Before you head south to the fun and sun of Vice City it'd be nice to have all 100 hidden packages. Well here they are, sport, so grab your shades!

PORTLAND



STAUNTON ISLAND



33 Packages

Finding all 33 packages in Portland is no joyride. It takes perseverance, good eyes and...wait. No it doesn't. It takes using this map. Here are some tough ones:

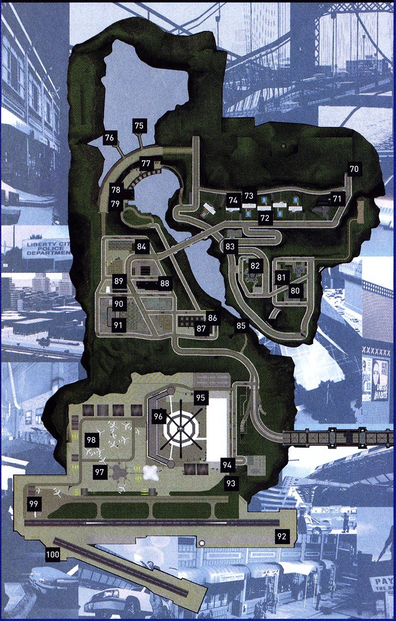
5: You'll need to get onto the elevated train tracks and then you'll need to jump onto the roof of the Head Radio Station.
15: Smash the glass of the construction company building to uncover this one.
17: You'll need to climb the stairs to the roof of Luigi's Sex Club for this one.
18: OK, so you've got the package on top of Luigi's club, huh? Well, you're not finished yet. Now you'll have to go west to the roof across the way.
19: Go into the subway station and find the bathrooms on the middle level. It's there.
32: You'll have to use a Belly-Up or a Turtle Head Fish Co. truck to get to this one.
33: This one's a real son-of-a-gun, because you can't get it until you have access to the boat. Once you do, take it to this southern island and dock the boat on the rocks.

36 Packages

You've got all the time in the world to conquer the packages of Shoreside Vale. Unless you have a job. In that case, this map should make finding the hidden stuff clockwork.

35: This hidden package is perched above on the hospital overhang. It'll take plenty of maneuvering to get to, unless you just want to jump on top of your latest car.
39: Search the construction site and you'll find find a building with a staircase to a second level. Take the stairs and you'll find it inside the room.
47: Strap on your gym shoes here. You'll have to break into the basketball court.
49: Go to the center of the drawbridge for this one.
52: Jump away from water and you can snag this floating package.
55: Check behind this part of the church to find the sought-after package.
58: Take the ground-level fire exit doorway to the top of the rooftop.
64: Look up to find this package smack-dab in the middle of the pedestrian walkway.

SHORESIDE VALE



31 Packages

All right, so you've found every hidden package in the order we've designated, right? If you haven't, you're going to lose your mind backtracking. Here are the final 31, but we picked out some of the ones that kept us scratching our heads.

71: Bring your snorkel. You'll have to go into the swimming pool.

74: Hop into the backyard of the western-most home in the mansion district.

78: Plop your can on the Exchange helipad to score here.

82: This one takes springs. Use the stairs on the building opposite of this package, then jump onto the awning of the building holding the package hostage.

83: Look in the overpass tunnel positioned behind the hideout.

84: You'll have to walk on the concrete walls, jump down onto a rooftop, and then hop into the fenced area.

85: These designers know how to keep you struggling. Look under the twisted wooden bridge to score this loot.

89: Go behind the police station and check the shingles on the roof.

94: This package is easy to miss. It's in front of the airport, behind those fancy-schmancy billboards.

100: This one may not be the hardest to find, but it's the last (if you've done them in order). It's at the end of the runway, near the water. Watch out for any gun-toting Colombians.

REPLAY FORUM

cheat codes for *Red Faction*. Maybe invincibility or unlimited ammo. I have looked everywhere and haven't found any so could y'all hook me up?

Pinhead72183 @aol.com

We've done more searching than we'd have liked, and you know what we came up with, Pinhead? Nothin'. Guess we'll just have to sit with our fingers crossed that they put cheats into the sequel, right?

DARK CLOUD: NEVER-ENDING SHAFTS

In *Dark Cloud*, is there an end to the Demon Shaft or does it just go on forever?

Adam Gruttner agruttner @hotmail.com

It's one-hundred levels, flat. At the end of that you'll face a mean ol' boss. Take care of business there and it's oversville for the Demon Shaft. Lots of work, but at least there's an end.

FFX: YOU CAN BEAT YU

OK, I read in past issues that people have been giving strategies for beating that son of a chocobo Yu Yevon. Well here's my strategy. It can take him out in one turn.

Have Lulu cast some big spell, like Ultima, that will knock out those stupid pillars for a while. Then use a character that has a zombie strike weapon or have someone cast zombie on it. If he gets zombiefied, throw a Phoenix down on his sorry butt.

Cont. on pg. 197

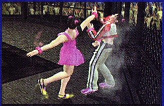
Game	Publisher	Score	Issue
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3: Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14

FOR HARDCORE GAMERS

TEKKEN 4: KEEP ON FIGHTING

Part two of our Tekken blowout continues with more characters, more moves, more skills

King's patented forehead-to-crotch maneuver!



Xiaoyu's lady-slap

King's butt-munch move

Law knees this guy right in the...ankle?

KING

Fundamentally, King has been and always will be a character based on forcing his opponents to fear his throw game, and then punishing their crouches with heavy hitting mid lifters.

Throw ticking

King can pre-buffer two of his most important throws, the Giant Swing (⇨⇦⬃⇩⬂⇨⊡) and the Tombstone (⬃⇨◬). Once you know the throws themselves can be pre-buffered, throw ticks like a standing jab (⊡) or ⇩⊡★◬ should be near visceral. In layman's terms, this means the throw inputs will fully register during the animation of the previous attack. Thus, if you input the throw as the animation completes, it will seamlessly release.

Example:

⇩⊡★◬, ⇨⇦⬃⇩⬂⇨⊡

Crouch Dash mix-ups (⇨★⇩⬂)

With a little practice, it is possible to do both of the essential command throws from a crouch dash. Crouch dashing also gives King access to two of his chain throw starters. Some players may scoff the mere notion of using them in real combat; however, when applied wisely, they are not only a powerful means to garner wins, but also an effective way to analyze your opponent. Once initiated, your opponent is forced to guess which chain throw you are using, and typically, even if they do guess right, you will do more damage than a standard throw. With this understood, the optimum application would be to typically aim for the short-run, low-damage chain throws. Most opponents expect the flashy longer chains and rarely break the shorter ones.

With all of this chain throw theory in place, it is imperative that we cover the all-encompassing solution and the proper retaliation to it. First, crouching stops just about all of King's mix-ups. At best, he can stop the crouch dash short and execute a ⬀◎. However, if your technical skills are up to par, King does have a way to execute chain throws on a crouching opponent, and even more importantly, a way to do so off the crouch dash.

Example:

⇨★⇨⇩⬂★⇨⬂◬+◎

XIAOYU

The road to Xiaoyu mastery is long and fraught with frustrations; however, this can be lessened by heavily focusing on the Phoenix Stance's evasive attributes, combined with her strong offense.

Skyscraper Kick (While Rising ◎)

Xiaoyu players tend to overlook this kick and favor the unreliable While Rising ◬. The Skyscraper Kick is extremely fast and downs the opponent in a non-tech roll state. This guarantees a Crescent Moon Kick (◎⊗). Since jabs are far more venerable in Tek⇩◬, Back Turned ⇩◬, Wall Push or While Rising ◎.

This is a multipart guessing game that completely favors Xiaoyu. After the wall push, ⊡⇩◬ is guaranteed. From here, Back Turned ⇩◬, is an eight-frame low hitting low jab. No matter how good your opponent may think their reflexes are, this is extremely hard to block on reaction alone. Since your opponent is forced to anticipate the low, you can mix in her lifting Back Turned ◎ for even more damage. Obviously, when they weigh their options, they are going to take the low jab and guess from there. Since we can assume this low jab is going to hit, we will assume Xiaoyu is going into the next part of this series with an advantage. From here, it is another coin toss for your opponent, either they eat another wall push and you resume the guessing game, or they crouch and possibly eat a While Rising ◎.

NINA

Nina continues to reign in the poking and throw department; however, her combo potential has been reduced. Despite the changes, Nina continues to make excellent use of her Blonde Bomb (⇨⇨⊡+◬) by blasting her opponents into the walls.

Ivory Cutter

The Ivory Cutter is the strongest addition to Nina's arsenal. This attack gives a one-frame advantage on block and a thirteen-frame advantage on hit. Since Nina's jabs are the fastest class in Tekken, nothing can interrupt a ⇨◬, ⊡+◬. On counter hit, this is a natural combo.

On hit, follow with Nina's command throws or a Divine Cannon (⬃⊗+◎). With a 13-frame advantage, nothing can interrupt either option.

HWOARANG

Hwoarang will always be a venerable offensive machine. His mid-range pokes, high damage combos and deceptive nature are well matched for players that enjoy high-risk high-reward characters. Initially, look to his Flamingo stance jabs to pressure your opponent, and as they begin to back off unleash Hwoarang's kick arsenal and continue your flow.

A pressure-based offense should be second nature with Hwoarang, so let us focus on two essential combos for any aspiring Tae Kwon Do master.

Crippler—Fear Kick (⬃◎◎)

With this kick series Hwoarang gains a safe Low, High that can combo on counter hit. When blocked Hwoarang is left as a mere negative three-frame disadvantage. This is diminutive at best and most opponents will attempt to counter with something slow. Knowing this, keep a ⬂◬ ready at all times. When the Crippler hits on counter hit the Fear Kick is guaranteed, this downs the opponent right in front of Hwoarang; you can either pursue wake-ups games or use a Left Plasma Blade (⇦⊗) for guaranteed damage.

Combo:

Counter hit ⬃◎◎, ⇦⊗

Left Plasma Blade (⇦⊗)

Once your opponent begins to crouch in fear of the Crippler, punish them with the Left Plasma Blade. There is a variety of combos from this starter, we have chosen to highlight one simple, yet high damage combo for you to master.

Combo: ⇦⊗, ⊗◎, ⊡◬⊗◎

LAW

Law has evolved since his last appearance; the primary addition is his new Dragon Fake Step and Dragon Sign Stance. Many of Law's older moves can end in the Dragon Fake Step when you input ⇦⇨ during the last attack in the series. This forces Law to end the attack's recovery early and shift to the Dragon Fake Step. This can make many of his high-risk attacks safer and brings a wealth of deception to the straightforward nature of Law. Once you master timing the Dragon Fake Step it is time to master canceling the Dragon Fake Step into the Dragon Sign Stance. To do this input ⇦⇨ during the Dragon Fake Step. Therefore, assuming you want to cancel ⇦◬⊗◎ into the Dragon Sign Stance, you would do ⇦◬⊗◎⇦⇨⇦⇨. This is important because Law can use this cancel in combos and gain hits in places he normally could not.

Combo:

⇨⇨⊗+◎, ◎⊗◎⇦⇨⇦⇨, ⊗

Double Punch Knee (⊡◬⊗)

Applying this move as a terrain control and pressure element should be visceral. It not only leaves Law with a positive block advantage it pushes the opponent across the screen.

What state was Chris Baker born in? Write us at opm@ziffdavis.com and title the e-mail *C-bake's home state.*

Game	Publisher	Score	Issue
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power Team Rocket Rescue	THQ	●◖	51
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
④ **Spider-Man**	**Activision**	●●●●●	**37**

Codes! Codes! Codes!

EELNATS: Unlock Everything
DULUX: Big Head Mode
RUSTCRST: Invulnerability
XCLSIOR: Level Select
STRUDL: Unlimited Webbing
DCSTUR: Infinite Health
WATCHEM: All Movies
ALLSIXCC: All Comic Covers
CVIEWEM: All Characters in Character Viewer
CGOSSETT: Storyboard Viewer
TWNTYNDN: Spidey 2099 Costume
BLKSPIDR: Symbiote Costume
PARALLEL: Spidey Unlimited Costume
LETTERS: Scarlet Spider Costume

Game	Publisher	Score	Issue
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38
⑥ **SpongeBob SquarePants**	**THQ**	●●	**51**

We've been begging for codes for this game for ages, and while many have submitted, the inimitable Patrick Wilson can be thanked (Otaku@cinci.rr.com).

Level Passwords:

1 BGNR	8 XNAD	15 HGCD
2 CLMB	9 HPJQ	16 CNXK
3 KVNF	10 QHDG	17 LKKV
4 WKGA	11 WFXM	18 PVHS
5 DFVJ	12 MNTL	19 JAST
6 NGPS	13 QGAV	End WMBT
7 WMCV	14 LXHK	

Game	Publisher	Score	Issue
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon			
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I — Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I — The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
③ **Stuart Little 2**	**Sony CEA**	●●◖	**60**

No shortage of Stuart Littles here

To get infinite mice, pause game play, then hold L1 and press Circle, Circle, Triangle.

Game	Publisher	Score	Issue
Suikoden II	Konami	●●●●	26
Super Shot Soccer	Tecmo	●●●◖	61
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
⑩ **Tekken 3**	**Namco**	●●●●●	**9**

Fight as Julia

Complete arcade mode with two characters.

Fight as Gun Jack

Complete arcade mode with three characters.

Fight as Mokujin

Complete arcade mode with four characters.

Fight as Anna

Complete arcade mode with five characters.

Game	Publisher	Score	Issue
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33

REPLAY FORUM

Thats it! Easy huh? It saves you about one hour doing it this way.

Michael Schroeder
mike2k1
@earthlink.net

GTA: VICE CITY: EARLY START!

Hey, I want every cheat ever for *GTA: Vice City*! I'm itchin' to get my Miami on and I'm really eager to get as many cheats right out of the gate as possible. Gimme, gimme, gimme! Please.

Ray C.
raymondcarver
@yahoo.com

Generally, enthusiasm goes a long way for the Replay section, but this is a special instance. Since we got this game so late, we couldn't stir up any kick-ass strategy for it, but expect it in droves in our next issue. We're talking page after page of the good stuff. Don't miss it, Ray.

MADDEN 2003: SECRET HOT ROUTES?

Hey, my best friend (who's a big jerk sometimes) keeps telling me there are hot routes in *Madden* that aren't in the instructions, but he won't tell me what they are. It makes me want to punch him in the face, but instead, if you can tell me, I'll use them and I won't tell him where I found out about them. Come on, guys, tell me! I'm desperate over here.

Darren Funston
darrenpuffy
@yahoo.com

Well, Darren, your best bud isn't fibbing. There are hot routes that are extra, though we're not sure they're "secret." Here's how it works: Press

Cont. on pg. 199

SOCOM: FROSTFIRE

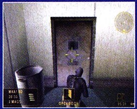
ONLINE TIPS

How to survive in close quarters

Frostfire is one of the smallest multiplayer levels in SOCOM, *which means the action is fast—crazy fast. It's not unusual for an entire 11-round game to take 15 minutes or less—roughly half the time the bigger levels usually take. That means you'll need to think quick and shoot quicker. Here are a few tips to give you an edge.*

PEEK-A-BOO, I KILL YOU

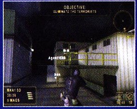
Notice anything interesting about the doors in the office and the warehouse?



Like, say, the fact that there are little windows in them? Those aren't cosmetic; in fact, while standing tall, if you look straight ahead you can see right through them—and shoot through them, too.

PRECISION LEAPING

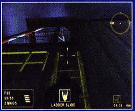
Here's one for all you hard-core SEAL types out there. There's a box just opposite the balcony outside the office that can be turned into a quick route toward an unexpected flanking maneuver.



If you take a running leap, and time it *just* right, it's possible to jump the gap and land on the balcony itself. It's going to take a great deal of work to get this maneuver down—so prepare to be heckled by your teammates while you work on it—but if you do, it'll prove a devastating item in your arsenal of slick moves.

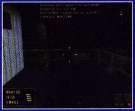
TOP OF THE WORLD, MA!

This heady height is something of a double-edged sword. It gives you a great view of much of the field, making it one hell of a snipe point, but it's very difficult to get down from once you've been spotted, since it just has the one exit: down the ladder. (Do *not* try to jump over the railing. You will go splat.)



MIGHT AS WELL JUMP

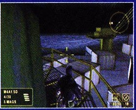
There are, however, some railings that you can safely jump over, like this one: Yes, even if you don't land on that box we told you about (interestingly, it does *not* seem possible to actually pull this off; let us know if you manage it, though), you can leap clear over this railing on the balcony outside the office.



If you're playing against bum-rushing SEALs who aren't hip to this fact, you can easily sneak up behind them while they charge down the center.

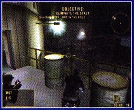
MIGHT AS WELL JUMP II

Another lesser-known move is to leap over the railing of the catwalk which surrounds those big oil drums. In most places, this jump will mean your death, but notice how close these boxes are? Yep, you guessed it, you can jump down onto those boxes and not suffer a scratch.



OH, JUST KEEP JUMPING

While we're on the subject of jumping, we might as well point out the advantages of getting a quick start on this level, especially if you're on the Terrorist team. The Terrorists all start fairly closely packed, so the quicker you get away from the start point the better off you'll be. The solution? Hurdles, baby, hurdles.



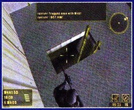
Just leap over those railings and scurry off—the SEALs'll never know you were there.

BIG BADA BOOM

In the land of the blind, the one-eyed grenadier is king. Or something like that. The point is, with all these high, narrow alleys, grenades can be your best friend—especially if your opponents are into rushing at you right from the word "go." Why not have a few of your teammates start lobbing grenades at different angles right away? That should take the spring out of your opponents' steps.

LOOK OUT BELOW

You know that one ladder that leads from the tunnels to the roof? The one that offers access to the catwalk?



We've found this route to be used fairly frequently late in the game, as survivors take to the tunnels to escape retribution. For a good time, station yourself at the top of the ladder and lob the occasional grenade into the hole. It's especially entertaining when you catch someone on the ladder!

ORAL ETIQUETTE

Not everyone who plays *SOCOM* knows how to properly use voice chat. Here are a few tips to keep you on the right track.

DO:

Communicate the enemy's position, especially if there's only one or two opponents left.

Be specific. "Two in the office" is much more helpful than "they're upstairs" or, God forbid, "I see one."

Relay your own position, if relevant. "Bob, I'm right behind you," is helpful, as is "They've got me pinned down in the warehouse."

Identify yourself. "Cover me" isn't sufficient unless your team all know your voice. Rather, say "This is Wally, I need some cover."

Offer moral support to your teammates. "Nice shot, Charro," or "Thanks for the bail-out, Chester" are good examples.

Develop strategies with your teammates. Things like "I'll head up the middle and draw their fire" will make you a hero.

DON'T:

Hog the airwaves. Polite chatter is fine as long as you don't fill up your 10-second slot with babble.

Sing, under any circumstances. Seriously. Even if you have a good singing voice. Just shut up, OK?

Try to talk to living players when you're dead. They can't hear you, because the dead have their own channel. You'll make a fool of yourself.

Be annoying. Obnoxious noises, repeated catchphrases and other aural spam will make your team hate you. You will get voted off lickety-split.

REPLAY FORUM

Triangle to bring up your hot routes menu, and then select your outside receivers by pressing and holding their icon. Then press L2 or R2 and you'll get a slant. Be careful, though. If you hit L2 or R2 with a tight end or a running back, they'll stay back and block. Here's a tip from the *OPM* playbook: Go to a shotgun Trips set and have the inside receiver slant to the sidelines and hot route the others to the inside. You'll get a wide-open receiver.

ONIMUSHA 2: CODES AND SUCH

Easy Mode
Die three times the first time you play the game to unlock easy mode. When starting a new game, select easy.

Hard Mode
Beat the game in normal mode to unlock hard mode. When starting a new game, select hard.

***Onimusha 3* preview trailer**
Beat the game on any difficulty to unlock the *Onimusha 3* trailer. Select Special Features to see it.

Oyu's '70s duds
Get 100 percent on the route scenario to unlock Oyu's '70s costume. When starting a new game, select extra for Oyu.

Brice Simmons
GeniusWashu14m
@aol.com

TONY HAWK 3: SPIDER-MAN?
My bro said he unlocked Spider-Man in *Hawk 3*? Is that true?

Tina Nguyen

It is true, in a world of liars. Spidey's not in the game. Sorry.

Game	Publisher	Score	Issue
Walt Disney's Jungle Book			
Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire:			
2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire:			
3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys:			
Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League:			
Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	2	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40
① Yu-Gi-Oh: Forbidden Memories	Konami	●◖	57
Boy, oh, boy! Nerd codes!			
Blue Eyes White Dragon		89631139	
Man-eating Treasure Chest		13723605	
Magical Ghost		46474915	
Sorcerer Of The Doomed		49218300	
Dark Magician		46986414	
Fissure		66788016	
Claw Reacher		41218256	
Exodia (Head)		33396948	
Ansatsu		48365709	
Man-eating Bug		54652250	
Giant Soldier of Stone		13039848	
Waboku		12607053	
Mystical Elf		15025844	
Curse of Dragon		28279543	
Celtic Guardian		91152256	
Winged Dragon		877969	
Neo The Magic Swordsman		50930991	
Dragon Zombie		66672569	
Witty Phantom		36304921	
Monster Reborn		83764718	
Great White		13429800	
Ancient Elf		93221206	
Beaver Warrior		32452818	

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our Replay section, what you'd like to see more of, and even what you could do without. Send notes to: opm@ziffdavis.com, with REPLAY in the subject line.

READER REVIEWS

FORUM EXTRA

We want your reviews of PlayStation games. So write a review and send it to opm@ziffdavis.com. Get on with it!

We can't publish everyone, so keep it short, be witty and remember that not every game deserves a 5-disc rating because you like it!

NCAA Football 2003

What you said: "Awesome! Tight! Killer! No, that's not me and my friends at the local skate park. As a matter of fact, I haven't even seen my friends lately. You see there's a little problem. Or rather a big problem. And it's called *NCAA 2003*. When I first turned it on, I thought it was a regular football game. I was in for a big surprise. I put it on Heisman difficulty and set myself as Notre Dame against the Texas Longhorns. I was crushed 56-3. And the whole time, I thought it was awesome! The modes in the game are awesome! And the game really plays with your strengths! For example, if you pass like there's no such thing as a run (or the exact opposite), there's a team for you. I could go on and on, but in two words: 'Buy This.' You won't be sorry."

> **"When I first turned it on, I thought it was a regular football game. I was in for a big surprise."**

Your Score ●●●●●

SimsFootball@aol.com

What we said: "*NCAA 2003* comes so close to perfection that you have to wonder if Tiburon can top itself next year."
Our Score ●●●●●

Sega Sports Tennis

What you said: "Most of the time, I play Role Playing Games, with only *Tony Hawk* providing a respite from the world of catgirls and stories. Of course, I also needed something to play with other people, so I picked up *Sega Sports Tennis*. All I can say is: Wow! Multiplayer is such a blast! It's like drugs...once you have the first one, you have to get more to get your tennis fix, and then you're hooked. My only complaint with the game would be the difficulty of the World Tour. I'd play one match gritting my teeth and clenching the controller, only to find the final of that tournament extremely easy. Another complaint would be that you cannot edit the characters within the World Tour Mode—you have to start over (my female character was named "Woman," by accident). This game is for everyone, even non-gamers. So pick this one up, or at least rent it!
Your Score ●●●●◖

Ryan Reamsbottom
tezkah@hotmail.com

What we said: "This is a must-buy for tennis fans, but any casual gamer should pick it up."
Our Score ●●●●◖

Wipeout Fusion

What you said: "*Wipeout Fusion* makes many excellent improvements to the *Wipeout* series, with one major flaw: the physics engine. Tracks, weapons, sound and graphics are all great, ships are decent, and the challenge is enjoyable. Zone mode is fun (and challenging), replay value is good, but there are a few nasty bugs (especially one bug involving the gravity bomb), and the physics don't feel right. The ships don't have enough inertia when boosting and turning, and pitching the ship does nothing, which was rather upsetting."
Your Score ●●●●

Alan O.
sven@team-ir.org

What we said: "If you're a serious fan of the *WipeOut* series, don't hesitate to pick this latest one up."
Our Score ●●●●●

Mark of Kri

What you said: "*Mark of Kri* marks itself as one of the more unique beat-em-ups to come out in a while. The control is easy to learn, but hard to master. It forces you to use strategy while fighting, so button mashers need not apply. The graphics are disappointing, boasting non-detailed characters and uninspired levels that make it look like it could fare perfectly well on the PSone. Despite its stale eye-candy, this is a fun and original game that no action fan should miss."
Your Score ●●●◖

David Syatt
dvdsy@aol.com

What we said: "It's a fun game whose innovation will be remembered for a long time."
Our Score ●●●

Stuntman

What you said: "This is the most hyped up game I've ever seen crash and burn in my video game collection. I bought it the first day it came out thinking 'Cool, I get to crash cars and go through rings of fire just for the fun of it.' But then I started to play the first movie, it took me an hour to beat the first stunt. I took the game back three days later. Only the stunt editor makes this worthwhile."
Your Score ●●

Adam Heiden
ckyadam86@hotmail.com

What we said: "The game itself is so utterly unforgiving."
Our Score ●●●

Medal of Honor: Frontline

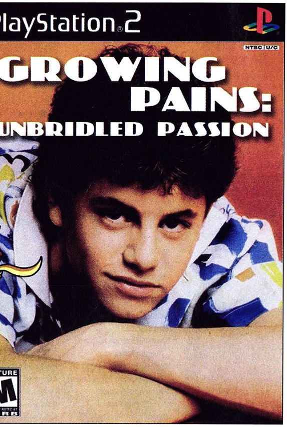
What you said: "'I can't freaking move right!' That's about all I can say whenever I'm playing *Frontline*. I've heard so many good things about the story and action, but the controls warp that message into 'Holy crap. Oh wait it's not holy. Just crap.'"
Your Score ●●

Kelly Sorenson
Kelzdaguy1@aol.com

What we said: "Just like *MGS2* or *FFX* before it, it's one of the reasons you bought a PS2."
Our Score ●●●●●

OLD KIDS ON THE BLOCK

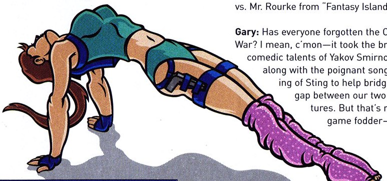
Vice City inspires some wacky '80s scenarios



Todd: Because *GTA: Vice City* is '80s themed, it got me thinking about that lost decade (pleasurably ignored by my memory). So my question is this: If you were putting together an '80s game, what are some of things you'd have to get in there?

For me, I'd center the entire game on a guy named Adrian, voiced by Erik Estrada (from "CHiPS"), and a guy named Erik, voiced by Adrian Zmed. It would be a sort of *The Sum of All Fears* meets *The Breakfast Club* meets *Some Kind of Wonderful*, in which Erik and Adrian have to stop the Bill Buckner-scandal in 1986 (Buckner voiced by "Growing Pains" "star" Kirk Cameron), when he booted the ball (in my game: on purpose), leading to the Boston Red Sox losing the World Series. You guys?

Joe: My game would be specially designed to kick your game's ass, Todd—A-Team style. It would feature a diverse team of social misfits, cast out by the government that created them, who cobble together complex contraptions crafted to kick your pansy-ass *Some Kind of Whatever* from here to Zanzibar—all set to a rousing licensed soundtrack courtesy of Stiff Little Fingers.



Chris: It's all about bringing my favorite toys to life—exactly how they were back then! I guess I'm thinking a sort of *Kingdom Hearts*, only instead of Disney characters, you'd team up with the Transformers, G.I. Joe and He-Man. Optimus Prime would look like die-cast metal (and Megatron would be a handgun!), each Joe would be really short and have silver pegs at each joint, and all the Masters of the Universe would resemble cheap plastic with mushy heads. And just for good measure, there'd be a level compatible with both Laser Tag guns and Captain Power ships where you have to assist Luke Skywalker in rescuing Princess Leia from Jabba's Palace. Because nothing says '80s like a young Carrie Fisher in a gold bikini!

Kristen (our dashing new copy editor): I'd want a fighting game starring the casts of various '80s television shows—a sort of *Mortal Kombat* in which you might see Daisy Duke perform a finishing move on Kimberly from "Diff'rent Strokes." Or Snyder from "It's A Living" vs. Mrs. Garrett from "The Facts of Life." Maybe J.R. Ewing vs. Mr. Rourke from "Fantasy Island"?

Gary: Has everyone forgotten the Cold War? I mean, c'mon—it took the brilliant comedic talents of Yakov Smirnoff along with the poignant songwriting of Sting to help bridge the gap between our two cultures. But that's not game fodder—not when you also have the great Aussie invasion to contend with. Just give me anything with Paul Hogan and Yahoo Serious, and you've got a winner.

Sam: *Ferris Bueller: The Game*. Come up with new methods to fool your parents so you can skip more school! Race around in Cameron's dad's Ferrari and turn on the radio to hear that "Oh Yeeeeaaah..." song (just don't let the mileage get too out of control!). Parade through central Chicago! Race down the street to beat your parents back home (make sure you get an extra boost off of those trampolines!). But whatever you do, always stay one step ahead of Dean of Students Ed Rooney!

John: The music's important whatever you have, and mine would have an all-metal soundtrack cranked all the way to 11. Whitesnake's "Slip of the Tongue," Skid Row's "Youth Gone Wild," Queensryche's entire "Operation Mindcrime" album and Helloween's "Keeper of the Seven Keys." Such a soundtrack could only accompany a game influenced by the album covers of the day, so I'm thinking something with naked robot chicks flying human-headed dragons through Roger Dean-inspired landscapes shooting at demon-winged pumpkins. Of course.

What would you put in your '80s-inspired PS2 game? Tell us at opm@ziffdavis.com. Title the e-mail: '80s Flashback.

illustrations by Mike Reisel

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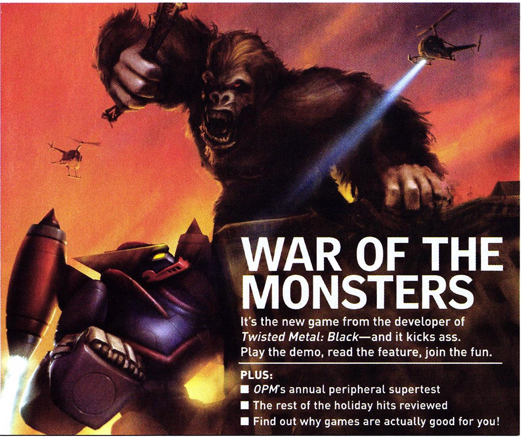

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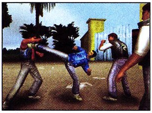

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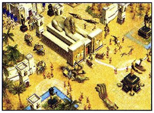

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Strategy fans: Listen up! Ensemble Studios made two of the best RTS games ever with the Age of Empires series, and now the ambitious follow-up, *Age of Mythology*, is finally here. *CGW* brings you an exclusive hands-on report, with everything you need to know about the single- and multi-player games. Don't anger the gods—read this issue!

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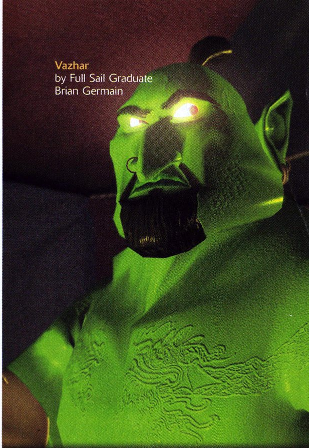
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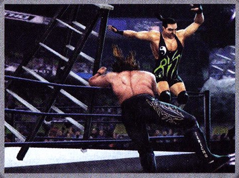

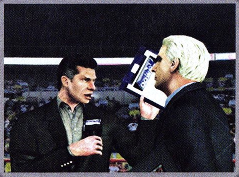

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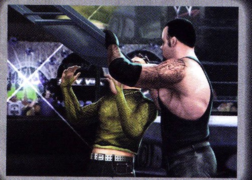

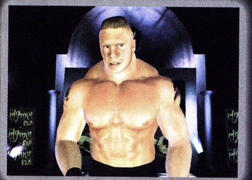

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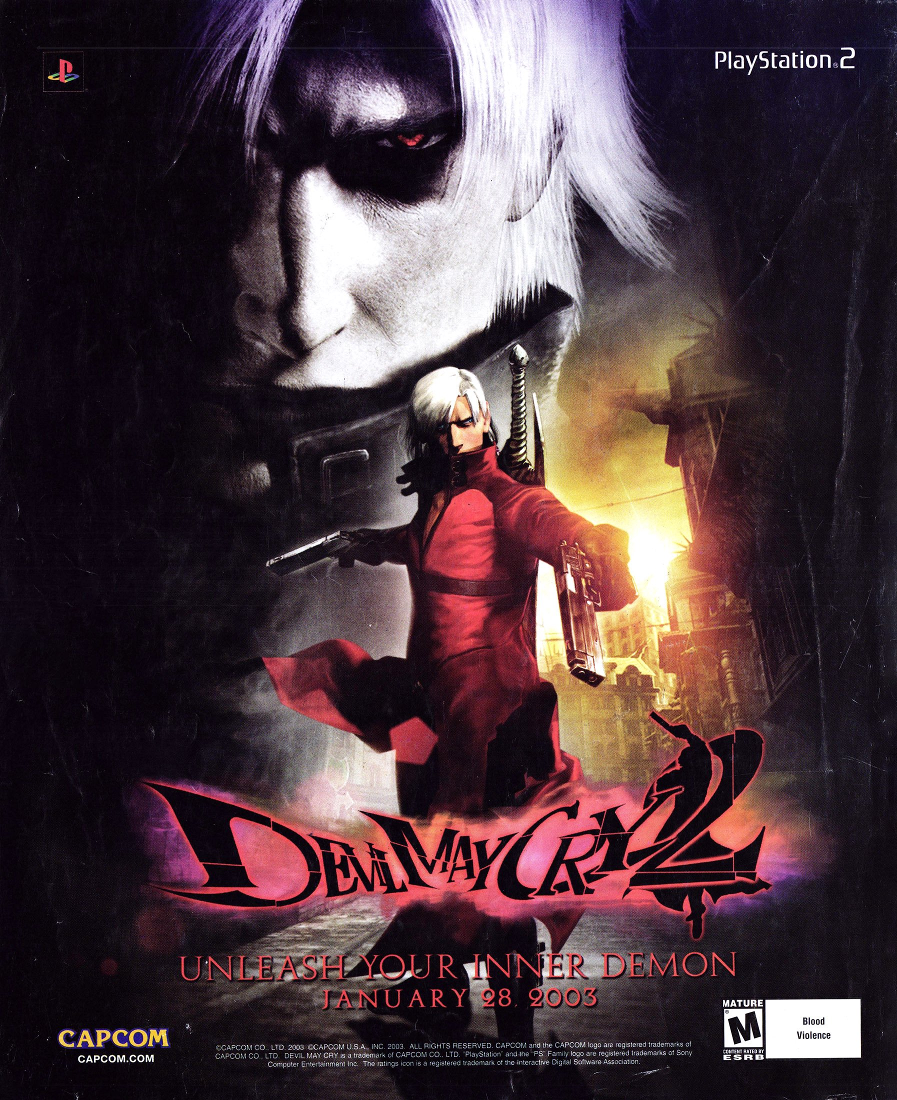
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